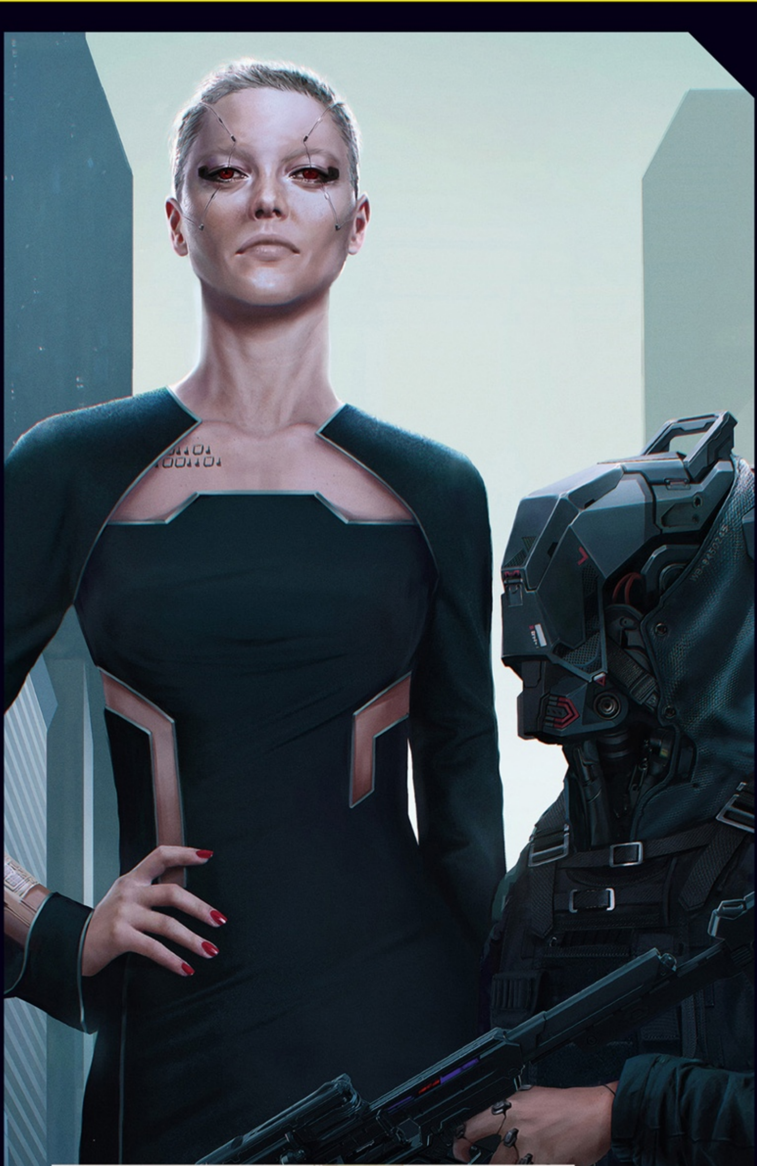
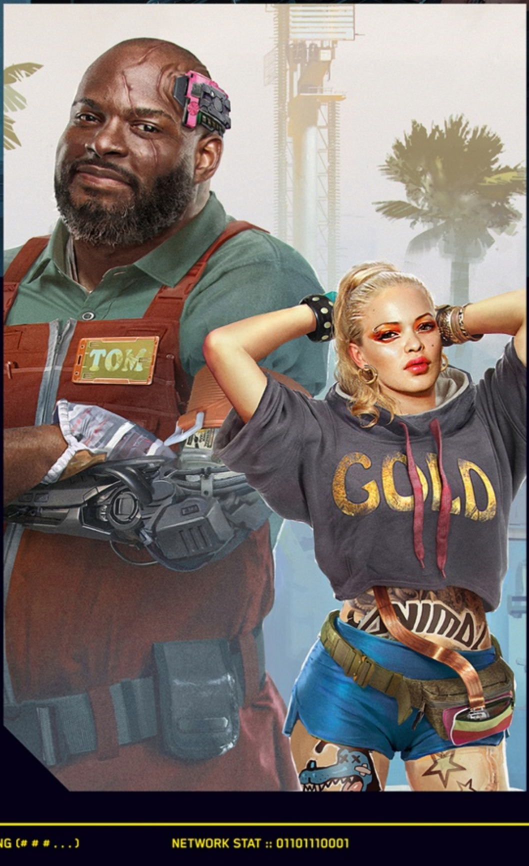
GET RICH
OR DIE TRYING

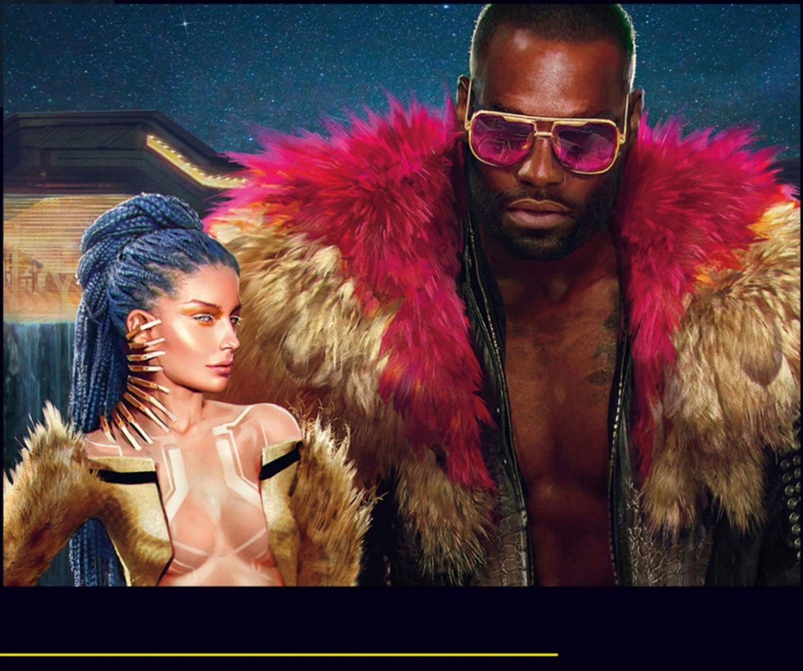
THE WORLD OF CYBERPUNK 2077

THE WORLD OF CYBERPUNK®
2077



GET RIC
OR DIE TRYING


TOM
GOLD



11 101011 101 1101111

THE WORLD OF CYBERPUNK®
2077

10 01011 101 1100101

[Dark Horse Books]

CD PROJEKT RED

> Business Development Director
RAFAŁ JAKI

> Design Director
PRZEMYSŁAW JUSZCZYK

> Writer
MARCIN BATYLDA

> Project Manager
JOANNA WIELICZKO
MAGDALENA ŁASZCZ

> Additional Text By
PATRICK MILLS
ALEX BOIRET

Special thanks to ADAM BADOWSKI, MARCIN BLACHA, BARTOSZ OCHMAN, PRZEMYSŁAW GŁADKIEWICZ and → **THE ENTIRE CYBERPUNK 2077 TEAM!** ←

DARK HORSE

> Publisher
MIKE RICHARDSON

> Designer
LIN HUANG

> Editor
IAN TUCKER

> Additional Design By
CINDY CACEREZ-SPRAGUE
CARY GRAZZINI

> Assistant Editor
BRETT ISRAEL

> Digital Art Technician
ALLYSON HALLER

Special thanks to TINA ALESSI, JOSIE CHRISTENSEN, ANN GRAY, CHRIS HORN, SAMANTHA HUMMER, ETHAN KIMBERLING, ANITA MAGAÑA, DAVID NESTELLE, NORAH PALMER, ADAM PRUETT, and BRENNAN THOME.

THE WORLD OF CYBERPUNK 2077®

© 2020 CD Projekt S.A. All rights reserved. Cyberpunk 2077® is a registered trademark of CD PROJEKT Capital Group. All rights reserved. Cyberpunk 2077 game is based on a game by Mike Pondsmith. Dark Horse Books® and the Dark Horse logo are registered trademarks of Dark Horse Comics LLC. All rights reserved. No portion of this publication may be reproduced or transmitted, in any form or by any means, without the express written permission of Dark Horse Comics LLC. Names, characters, places, and incidents featured in this publication either are the product of the author's imagination or are used fictitiously. Any resemblance to actual persons (living or dead), events, institutions, or locales, without satiric intent, is coincidental.

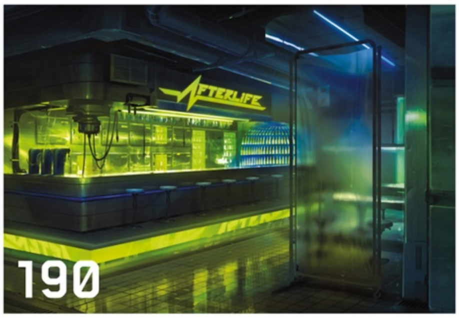
APPROVED BY NIGHT CITY HALL

Published by Dark Horse Books.
A division of Dark Horse Comics LLC
10956 SE Main Street,
Milwaukie, OR 97222
DarkHorse.com
Facebook.com/DarkHorseComics
Twitter.com/DarkHorseComics
First edition: April 2020
ISBN 978-1-50671-358-8
Digital ISBN: 978-1-50671-383-0
Deluxe edition: April 2020
ISBN: 978-1-50671-699-2
Retailer exclusive edition: April 2020
ISBN: 978-1-50672-003-6
10 9 8 7 6 5 4 3 2
Printed in China

Library of Congress Cataloging-in-Publication Data

Names: CD Projekt S.A. (Firm), issuing body.
Title: The world of Cyberpunk 2077.
Description: First edition. | Milwaukie, OR : Dark Horse Books, 2020. | Summary: "An insightful, captivatingly designed, full-color hardcover that transports readers to the futuristic megalopolis of Night City-the epicenter of the vibrant new action-RPG from CD PROJECT RED. Step into a dark future where violence, oppression, and cyberware implants aren't just common-they're necessary tools to get ahead. Explore the various districts, gangs, and history of Night City. Learn all there is to know about the technology of tomorrow and research the cybernetics, weapons, and vehicles of Cyberpunk 2077. Dark Horse Books and CD Projekt Red present The World of Cyberpunk 2077-an extensive examination of the rich lore of Cyberpunk 2077. This intricately assembled tome contains everything you need to know about the history, characters, and world of the long-awaited RPG from the creators of The Witcher video game series"-- Provided by publisher.
Identifiers: LCCN 2019041204 (print) | LCCN 2019041205 (ebook) | ISBN 9781506713588 (hardback) | ISBN 9781506713830 (ebook)
Subjects: LCSH: Cyberpunk 2077 (Game) | Fantasy games. | Computer adventure games.
Classification: LCC GV1469.15 .W668 2020 (print) | LCC GV1469.15 (ebook) | DDC 794.8--dc23
LC record available at https://lccn.loc.gov/2019041204
LC ebook record available at https://lccn.loc.gov/2019041205

the Mox
VOODOO BOYS
6TH STREET
MLSTRM
160


AFTERLIFE
190

CONTENTS

/006

INTRODUCTION

/008

THE MODERN WORLD

- → The Collapse
- → The Fourth Corporate War
- → Postwar
- → Reunification
- → Unification War / Metal Wars
- → Modern Threats

/026

TECHNOLOGY OF TOMORROW

- → Cyberware
- → Weapons
- → Vehicles
- → Braindance

/084

NIGHT CITY

- → Watson
- → Westbrook
- → City Center
- → Heywood
- → Santo Domingo
- → Pacifica

/126

A VERTICAL SLICE OF NIGHT CITY SOCIETY IN 2077

- → The Rich and Powerful
- → The Endangered Middle Tier
- → The Down-and-Out

/150

LAW AND DISORDER

- → Law Enforcement
- → Gangs: The Bad and the Ugly
- → Nomads: The Roving Refugees

/184

CYBERPUNKS: EDGERUNNERS AND MERCS

- → An Interview with Rogue

↓ INTRODUCTION

WE LIVE IN A DYSTOPIAN WORLD, MY FRIENDS, FILLED WITH CRIME, CORRUPTION, AND POVERTY—RULED BY MIGHTY, POWER-HUNGRY CORPORATIONS AND HEARTLESS, BRUTAL GOVERNMENTS. Each year we're facing another global crisis, and each day we're forced to face the consequences of the previous ones. The corporate-backed mass media—like N54 or WNS—are feeding society with bland, easy-to-digest pap of processed news, brainwashing programs, and commercials—enforcing the ever-popular trend to "buy more and think less." They do this because it's easier to control and manipulate the ignorant, uneducated sheeple than those that are educated, well-informed, and aware of the world around them.

And yet you're here because you don't want to be another mindless sheep, aren't you?

In our reality, there is a huge need for free media. There are dozens of indie news stations and information sites—and the first step to independent thought is to seek them out.

We, the *Night City Inquirer*, are one such site. You won't see our advertisements on the displays downtown—but we're here, maintaining our ever-moving website on the Net.

We're not some clueless rebels, straining for influence against major corporations. We just present you news, essays, and stories from the real world, showing things as they are without the corporate bias and icing on the top. We're collaborating with courageous independent writers, correspondents, investigative journalists, and experts in various fields to provide you with real information, giving you an opportunity to think for yourself and to motivate you to search for further genuine info. Because in today's world, knowledge and the ability to distinguish truth from fake news are the real superpowers.

Do the big companies try to shut us down? Occasionally. But in most cases, they don't pay much attention to us. We don't affect their ratings, and they have bigger fish to fry—mostly fighting each other. Most of our info isn't restricted anyway—it's just that this kind of info is omitted, hushed, or unpopular because it isn't in line with the corporations' interests. Have you heard that Petrochem recently lost two trials at the Supreme Court in Spain? That NetWatch was nearly kicked out of Australia, and Militech-backed mercenaries were forced to withdraw from Iceland after the joint military intervention by the Scandinavian countries? These are the facts, but you won't hear it in the news . . . At least not from the corporate-controlled media in Night City.

The fact that we're not at war with the corporations doesn't mean that we're not writing stories big enough to make their CEOs shudder. That's why we're careful and protective of our associates and collaborators. Some of them are top-notch news reporters who write for us under fake names, hiding their identities so as not to lose their jobs—or lives. We value the privacy of our contacts too. You can provide us with some authentic, interesting material without fear that your identity will be divulged to the public.

So why this form? Why text?

Have you ever wondered why Nomads speak in such a strange, often overly-sophisticated way? That's because their mobile homeschooling system forces them to actually read, not simply watch the news. We strongly believe that the excess of modern technologies harms our interpersonal communication, affecting our relationships and communities. Plugging yourself in to the feeder makes you vulnerable to intrusive commercials and pushy propaganda. Reading longform text is a dying ability in our modern world, so to prevent the extinction of the written word we've elected to support the form at our website (ok, we know that not everyone has time to read nowadays, so we also have voice-over versions of our articles available to download).

Thanks for reading this far. Feel free to visit our archives and browse the latest materials and essays that will give you a glimpse of the world as it is.

—THE EDITOR

CHAPTER 1

CZ5P-HM3P-YZSG-XJP6
DIGI CONTENT DL

THE MODERN WORLD

[010] THE COLLAPSE

[014] THE FOURTH CORPORATE WAR

[018] POSTWAR

[020] REUNIFICATION

[022] UNIFICATION WAR / METAL WARS

[024] MODERN THREATS

DISCLAIMER: Due to the widespread corruption of the Net and the major loss of stored data during the four Corporate Wars, most of the information in this article should be taken with a grain of salt. The Fourth Corporate War ended the world as we knew it, leading to civil upheaval, the collapse of nations, megacorporations, and the global economy. Be aware that data retrieved from the Old Net might be significantly corrupted and some facts cannot be consistently corroborated from multiple sources. We present this information in the hope of shedding some light on those events. Have a good time and hail to the Free Net, friends!

THE COLLAPSE

"As the companies gained unfettered access to the world's natural resources, environmental collapse and climate change were inevitable."

THE COLLAPSE OF THE OLD USA was one of the major world events of the twenty-first century. Even if the modern United States—or the New United States, as they are called today—were to reunite with the Free States, it'd still be a totally different country than it was fifty years ago.

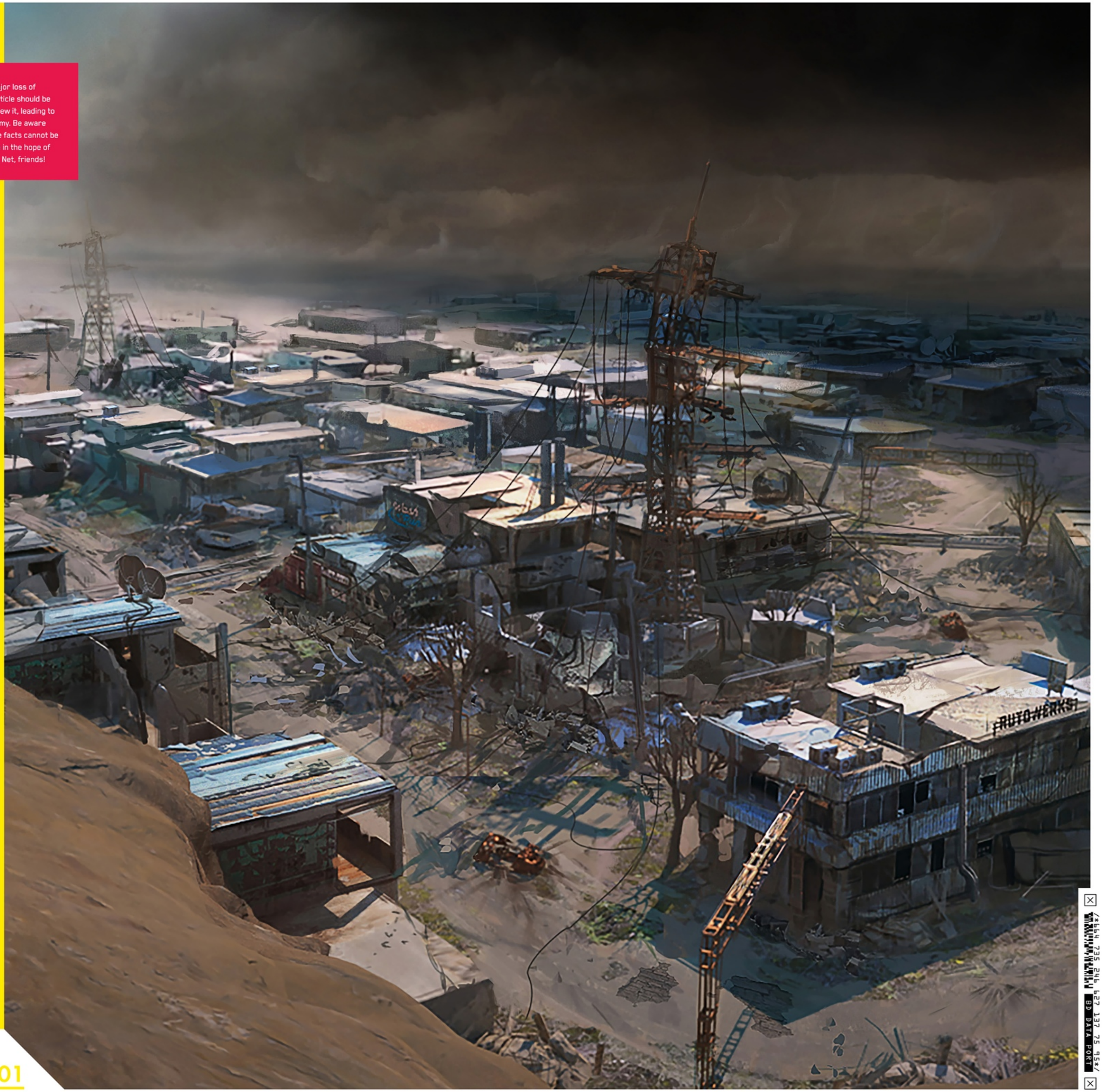
We could see signs of the collapse years before it occurred. The first three Corporate Wars, fought between the years 1990 and 2016, strengthened the position of the megacorporations, giving them more authority than most world governments—and the USA was no exception. Affiliations between politicians and corporations ceased to be regarded as conflicts of interest. Rather, they were treated as advantageous in the worlds of big business and politics.

As the companies gained unfettered access to the world's natural resources, environmental collapse and climate change were inevitable. Acid rain and dust storms caused by extreme deforestation soon became the Americas' biggest problems.

Those natural disasters were accompanied by political ones. Thermonuclear war in the Middle East turned that part of the world into a radioactive wasteland, causing a global oil crisis. The US government tried to save itself by covertly manipulating European and American stock markets, but this shortsighted strategy backfired when that news was leaked to the public. Worldwide financial meltdown shook the economies of almost every country on the globe, allowing corporations to gain even more power. Meanwhile in the USA, a coup launched by the Gang of Four—a coalition of government agencies—effectively ended federal democracy. Many states seceded, declaring themselves "free states." That time also marked the emergence of Nomads—a new American social class of migrants in search of water, jobs, and safety from political turmoil. Many cities and towns were deserted. Most sociologists agreed that the Collapse was the worst catastrophe of the twenty-first century.

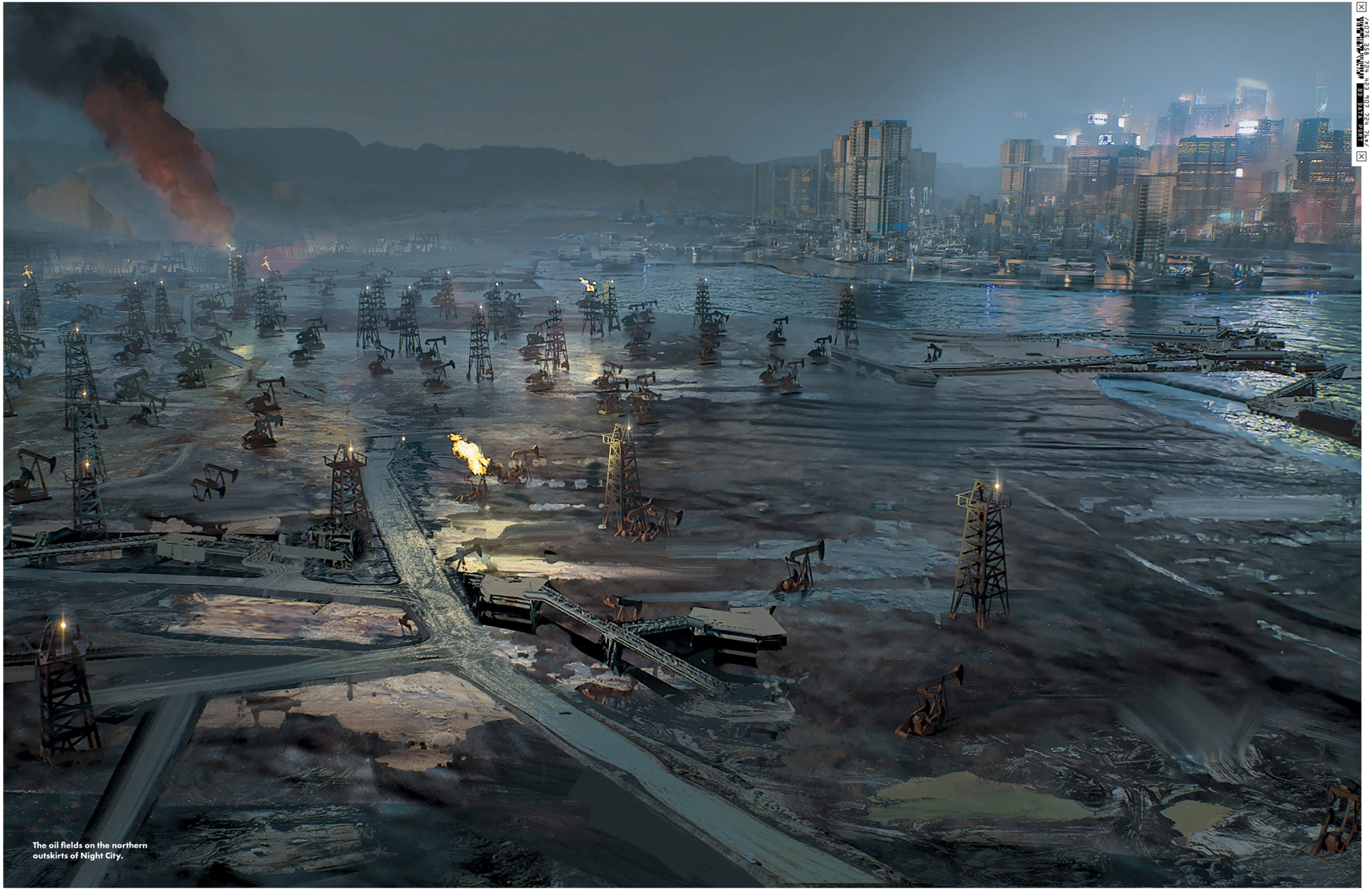
And then came the Fourth Corporate War. ☒

01: Sandstorms decimated rural settlements across the continent, turning many of them into abandoned ghost towns.

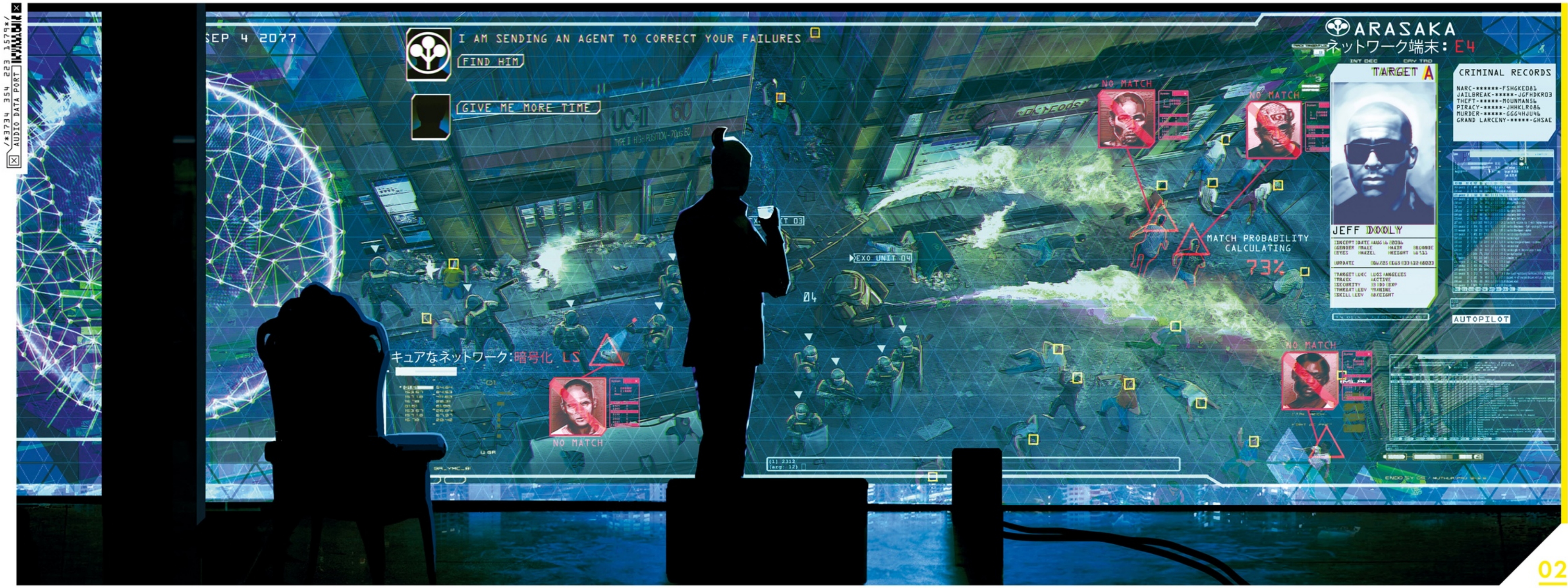


01

☒ /*664 735 246 627 137 75 95*/ BD DATA PORT ☒



The oil fields on the northern outskirts of Night City.


/*3734 354 223 1579*/
AUDIO DATA PORT
SEP 4 2077
I AM SENDING AN AGENT TO CORRECT YOUR FAILURES
FIND HIM
GIVE ME MORE TIME
ARASAKA
ネットワーク端末：E4
TARGET A
CRIMINAL RECORDS
NO MATCH
NO MATCH
MATCH PROBABILITY CALCULATING
73%
JEFF DOOLY
AUTOPILOT
EXO UNIT 04
キュアなネットワーク:暗号化 LS
NO MATCH
NO MATCH

02

02: An Arasaka executive monitors a coordinated strike against the corporation's enemies.

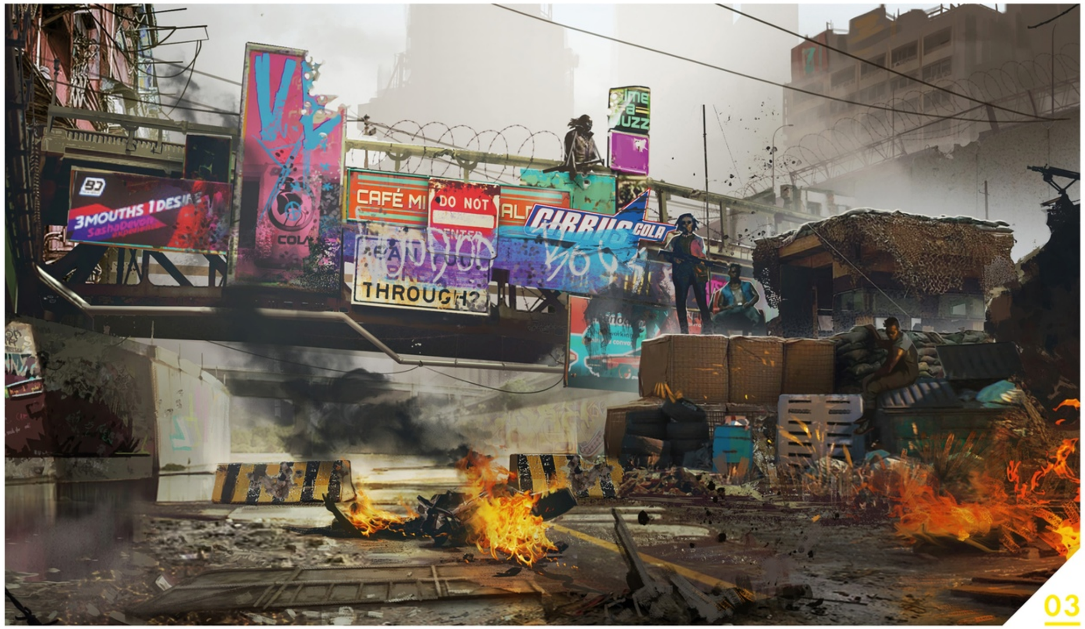
THE FOURTH CORPORATE WAR

> *"By June of 2022, Militech and Arasaka decided that niceties and subtlety were altogether no longer necessary, and the conflict reached the third stage, called the Hot War."*

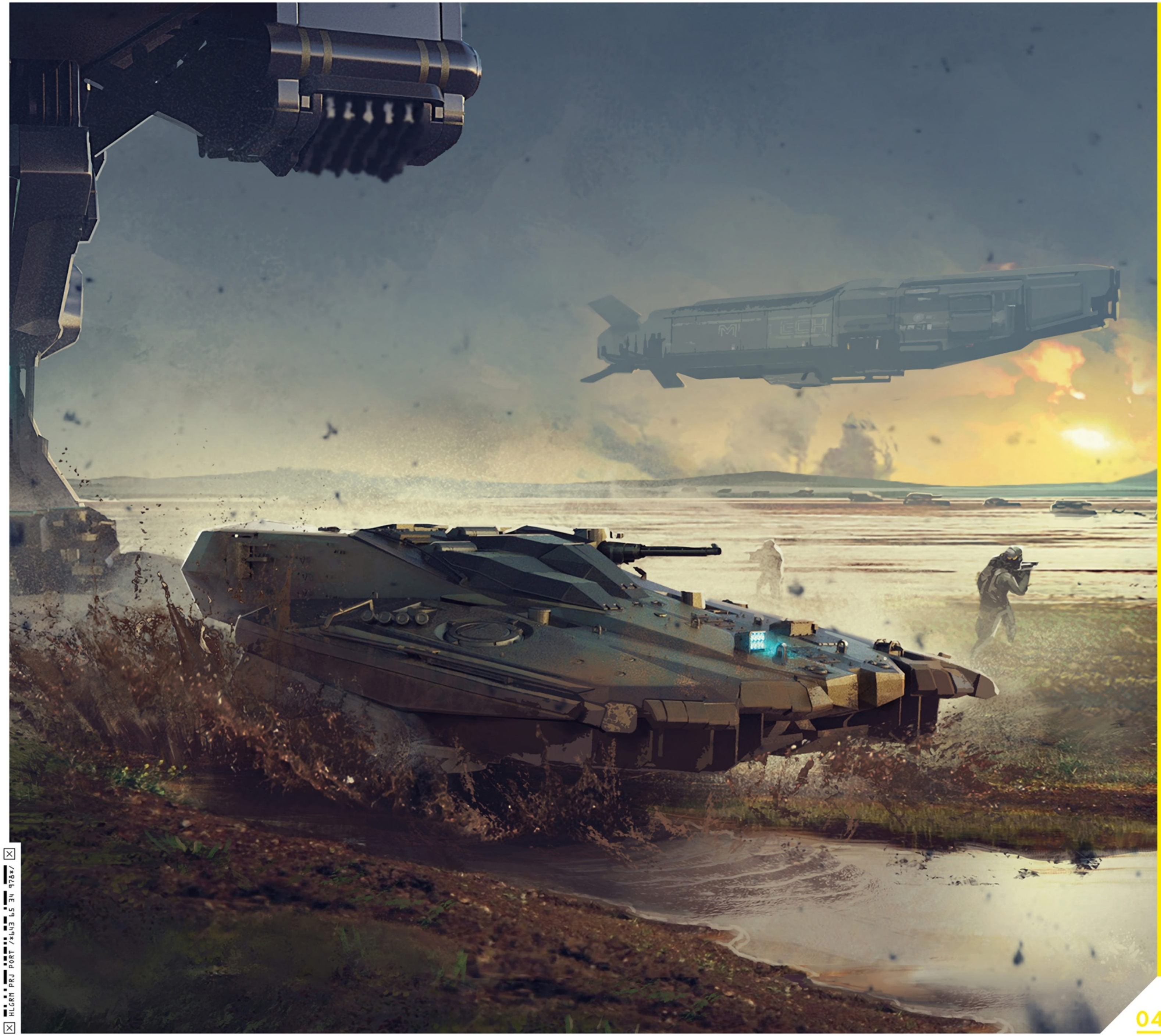
THE FOURTH CORPORATE WAR BEGAN AS A RACE between two rival aquatech agencies. In late 2021, two oceanic exploitation corporations, CINO (Corporation Internationale Nauticale et Océanique) and OTEC (Ocean Technology and Energy Corp) vied for control over the remains of a third corpo, IHA (Internationale Handelsmarine Aktiengesellschaft). The rivalry was bitter, and hostilities escalated rapidly after a brutal fiscal struggle. OTEC gained the upper hand by hiring Militech to protect their security interests. CINO responded in kind and contracted with Arasaka. Thus the Fourth Corporate War began, otherwise known as the Ocean War.

As is always the case in early stages of corporate conflict, the first attacks were carried out discreetly—some midlevel corporate officials were assassinated, and some dirty information was stolen and revealed. Mercenary netrunners were hired by both sides, and they made dozens of attacks on data caches and stock holdings, which wrought chaos on the global economy. Those events forced NetWatch to place a temporary communication embargo on Arasaka and Militech, but the security firms were just getting warmed up. By the time Eurobank had successfully mediated a truce between CINO and OTEC, the real conflict had transitioned to Militech and Arasaka. By early 2022 a new struggle between the security giants had begun, known today as the Shadow War. This marked the second stage of the fourth global Corporate War.

03: A makeshift barricade erected at the Night City limits during one of the many riots in 2021.


3MOUTHS
CAFÉ MI
DO NOT
THROUGH?
CIRRUS COLA

03



Conflict during the Shadow War phase was more overt and brutal. Mercs and edgerunners flocked to the banners of both security corporations, executing covert ops and raids on military and research facilities. Despite the visceral nature of the conflict, the deadliest battle actually occurred on the Net when corporate and mercenary netrunners released a new generation of devastating viral programs upon each other. Some of this code continued to operate long after the death of its creators, leaving vast areas of the Net irreparably dark and dangerous.

By June of 2022, Militech and Arasaka decided that niceties and subtlety were altogether no longer necessary, and the conflict reached the third stage, called the Hot War. Fighting between the two military corporations escalated to full-scale war. Cities like Rio de Janeiro were literally reduced to rubble, their populations killed or made refugees.

Global trade was paralyzed by military action and market collapse. International trade routes were hit hard, and piracy raged free and unchecked. As the flames of physical conflict burned bright, NetWatch struggled to protect the Net. Weakened by the destruction of global servers and databanks and ravaged by thousands of malicious viruses and demon-class programs, the Net as we knew it slowly died.

Finally, the countries of the world became weary of corporate conflict. Some governments openly blamed Militech and Arasaka for the situation and withdrew their support for corporations, nationalizing their weakened holdings in those countries. The Free State of Southern California seized the Los Angeles headquarters of both companies. Texas and some European countries soon followed suit.

Arasaka Towers in Night City were the last of Arasaka's American headquarters to fall, wiped out by a tactical nuclear weapon detonated by a group of unidentified mercenaries. Some sources implicated the so-called "Atlantis Group"—including such modern legends as Rogue, Morgan Blackhand, and Johnny Silverhand—but there wasn't enough evidence to confirm the group's involvement. Morgan and Johnny were never seen again after the Arasaka Towers incident, and Rogue has repeatedly denied her participation in the operation.

Under pressure from the Japanese government, Arasaka finally conceded defeat at the end of 2023. Militech emerged victorious, but was nearly as crippled as their rival. ☒

04

04: Armored Militech units deploy to the battlefield from an air carrier. South America, July 2022.

POSTWAR (2024–2035)

"This period marked the stagnation of technological development."

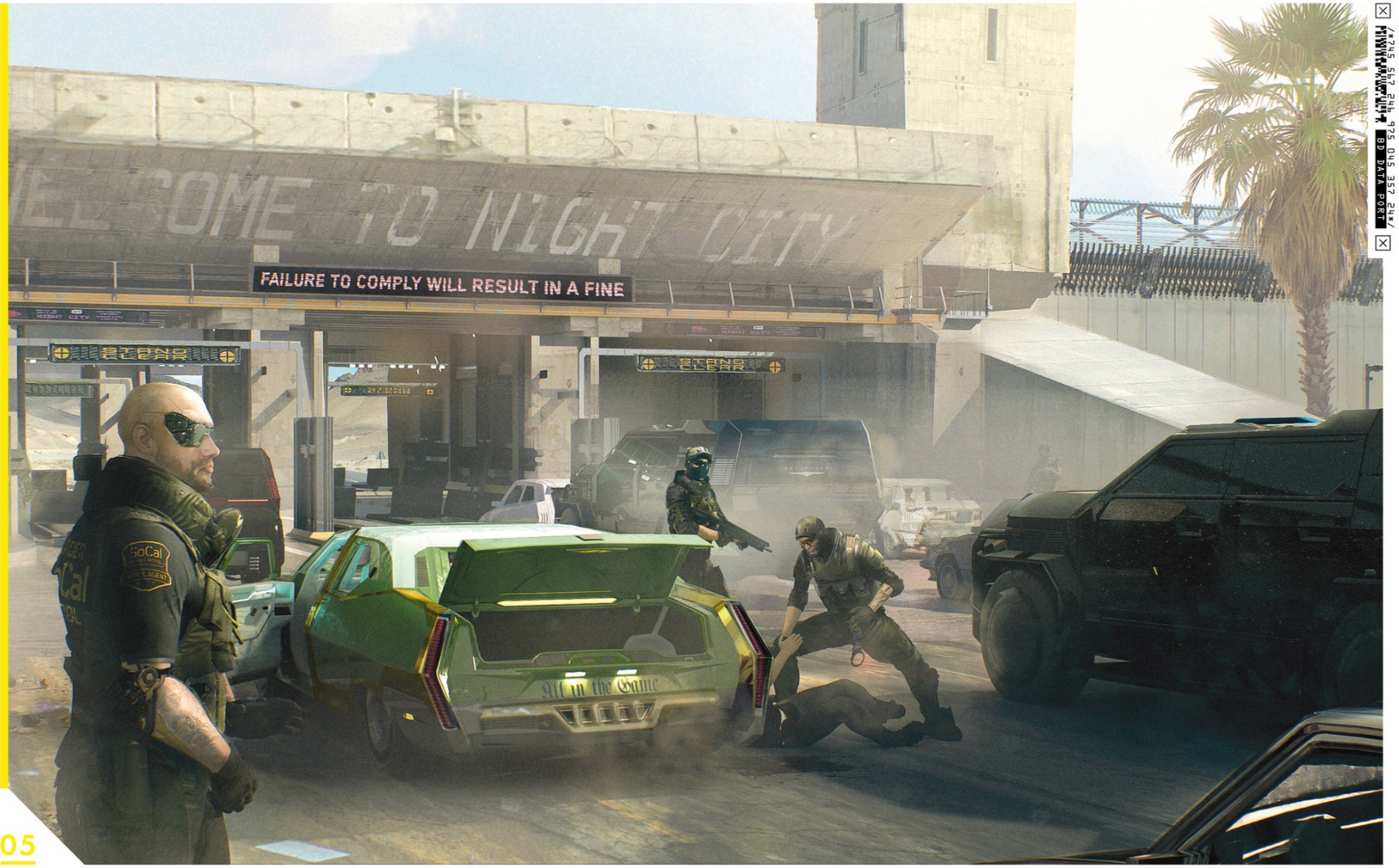
THE WORLD TOOK MORE THAN A DECADE to recover from global war, and the first few years were far from peaceful. Riot and rebellion burned in every corner of the globe. South America was still in political turmoil, and countries in Europe and Asia attempted to revive global trade by regulating the surviving corporations in order to reestablish government control after years of corporate hegemony.

In the United States, President Elizabeth Kress declared martial law in the parts of the country that remained under executive control. Arasaka was consequently held responsible for the detonation of the nuke that had destroyed the center of Night City, but rumors persisted that the Militech corporation had funded the mysterious strike team and supplied them with the portable nuclear device. Society demanded an explanation, and President Kress exploited that sentiment to keep Militech on a short leash. Although there was no hard evidence to implicate Militech, the corporation's assets were nationalized by the US government and used to strengthen federal rule. Some prominent and exonerated Militech officials were offered lucrative positions in the re-formed Department of Defense.

This period marked the stagnation of technological development. Corporations were struggling to survive, and the governments—both federal and local—focused on internal affairs, suppressing civil unrest and rebuilding their countries. Nomads became the lifeblood of the tech trade, scrounging through battlefields and abandoned facilities, and smuggling restricted goods in their heavily armed convoys.

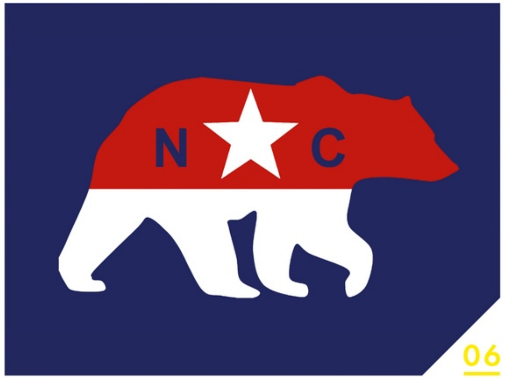
Despite her assurances, President Kress showed little interest in helping the devastated Night City recover. In fact, allowing the crippled city to struggle was the perfect way to bring the Free State of Northern California to heel. Nevertheless, the stubborn residents of NC refused to concede, and the arduous process of rebuilding began.

Meanwhile, after years of futile attempts to reclaim the Old Net from a rogue intelligent system and self-aware combat programs, NetWatch established the so-called "Blackwall," a virtual barrier between human and IS-controlled regions of the Old Net. Given the magnitude of the operation, there may be some truth to the conspiracy theories that NetWatch was forced to strike a deal with the IS in order to build Blackwall. ◼


WELCOME TO NIGHT CITY
FAILURE TO COMPLY WILL RESULT IN A FINE

05

05: Southern California border patrol agents harass civilians attempting to enter Night City.



06

06: The flag of Northern California, first adopted in 2012.

ADVERTISEMENT LINK
SERIAL/ DSG-HJ67-K980-LK4I /

REAL® WATER
ONLY 99E$ / GALLON*
CONTACT YOUR LOCAL DEALER

*Introductory offer good for new customers only. Does not apply to clients based in Pacifica, Night City. The offer lasts only 2 months starting from the day of first delivery, after which you will be charged the then current standard fee.

REUNIFICATION (2035–2069)

"Night City was rebuilt by its citizens with the aid of Nomads and smaller corporations."

THE NEXT THIRTY-FIVE YEARS were a slow return to normality for the nations and corporations of the world. Cities slowly began to rebuild as trade routes were reestablished. Damaged infrastructure was repaired and technology began to regain ubiquity.

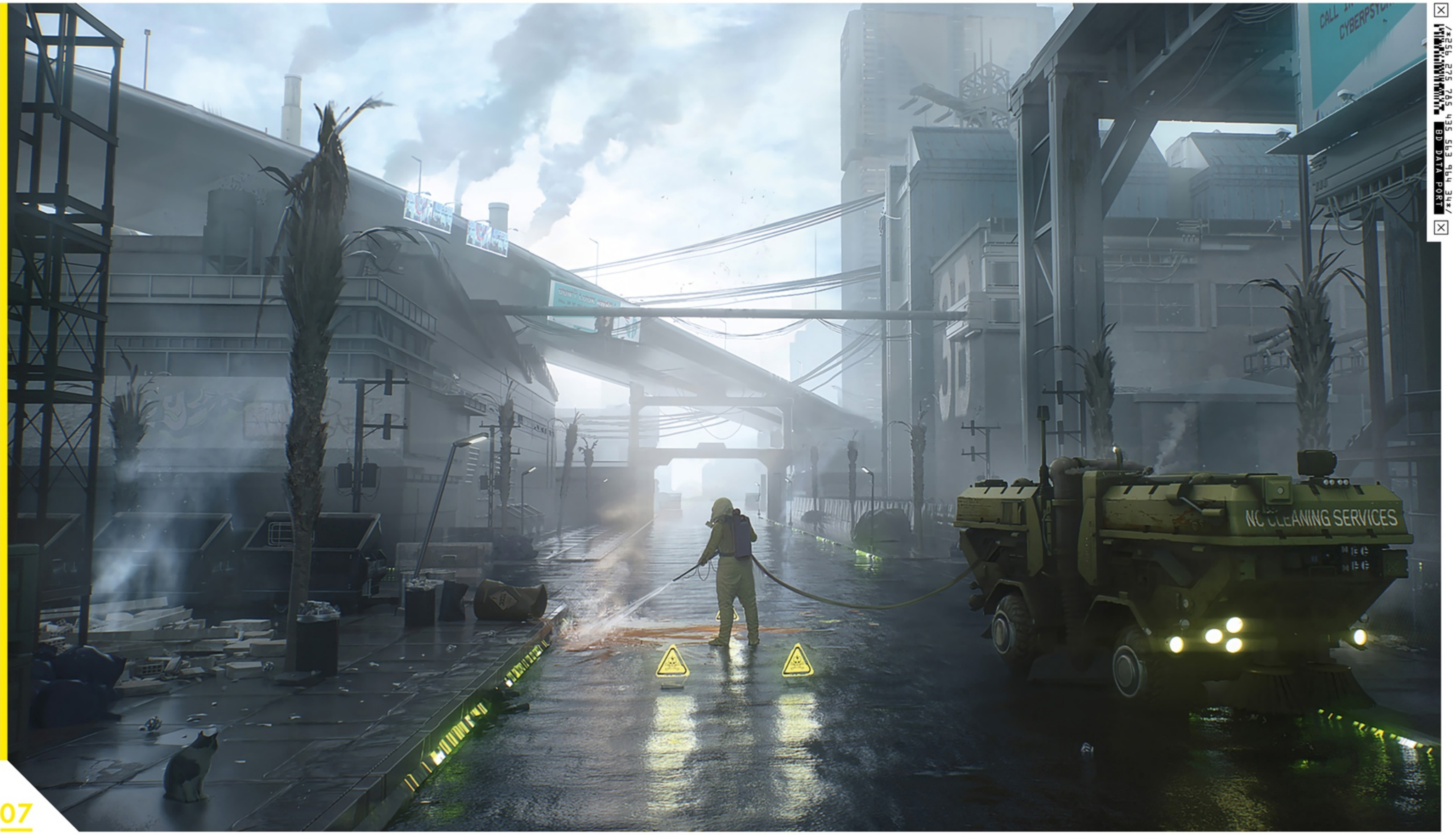
In the USA, many cities that were abandoned during the Collapse of 1990–2016 were rebuilt and repopulated with government and corporate aid. Corporations saw this as an opportunity to fix the negative public opinion they'd earned after the war, and also to reestablish influence over the culture.

Abandoned by President Kress and the United States government, Night City was rebuilt by its citizens with the aid of Nomads and smaller corporations. At the time, there was rampant speculation that the government had made a scapegoat of Arasaka for the nuclear detonation, and this galvanized corporations' tendencies toward sovereignty. It was the common opinion that citizens would prefer to see the return of the Asian security giant than submit themselves to federal rule.

Conversely, the situation in Europe did not go as well for the old megacorporations. The established players, weakened by war, were contested by new upstarts that were backed and controlled by European national governments.

In Asia, the humiliated Arasaka faced defeat with their head held high. The corporation spent a significant portion of their assets on war reparations, but a few profitable contracts allowed them to quickly regain their position as a leader in the weapon manufacturing and security industries. The setback still had lasting consequences, as Saburo Arasaka reportedly faced internal opposition and a secret civil war began to brew within the company's ranks.

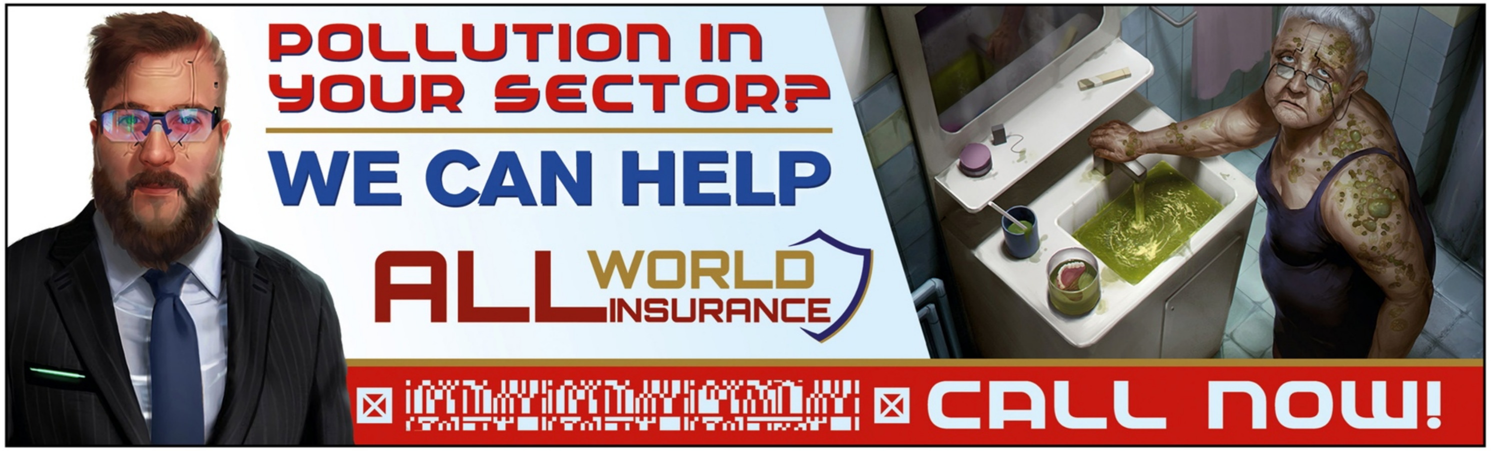
New individual, isolated Net networks began to emerge—mostly regional intranets. The few connections between them were carefully controlled and closely supervised by NetWatch, but their authority was significantly limited in Europe and Oceania. The new Net was less available to public users and harder for netrunners to penetrate, as the most important data was sequestered. ☒



07

07: A city employee sterilizes a hazardous spill in Aroyo.

ADVERTISEMENT LINK
↗ SERIAL/ TG7-23FH-7HU8-11F6 /


POLLUTION IN YOUR SECTOR?
WE CAN HELP
ALL WORLD INSURANCE
CALL NOW!

UNIFICATION WAR / METAL WARS (2069–2070)

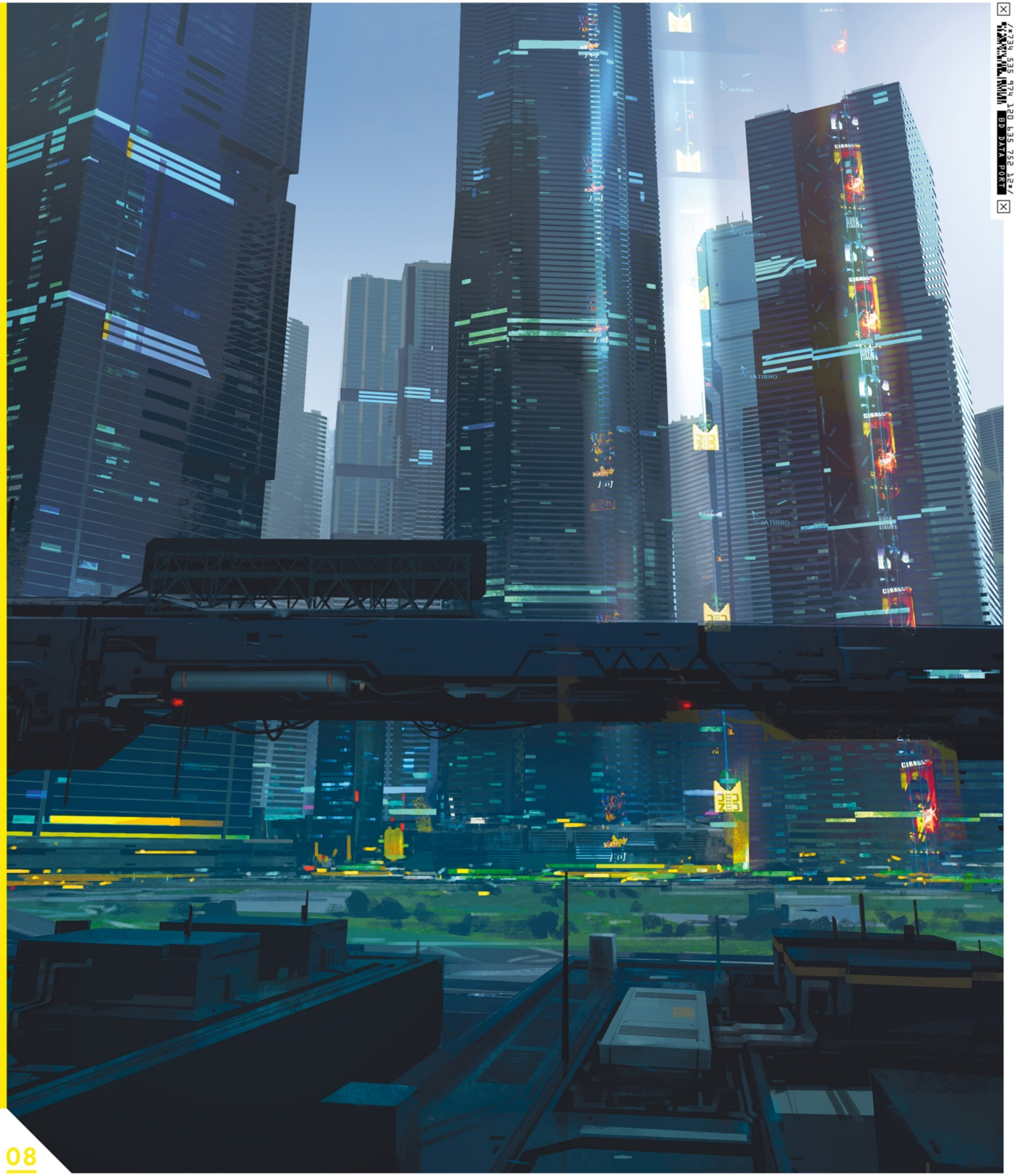
"The federal government of the New United States—backed by nationalized Militech forces—declared war on the loosely allied separatist states."

AT THE END OF 2069, the recently elected president Rosalind Myers presented a unification program to extend federal rule over the rogue Free States under the pretense of strengthening the nation. Most of the independent American territories opposed unification. Conflict was inevitable. The federal government of the New United States—backed by nationalized Militech forces—declared war on the loosely allied separatist states: Colorado, New Mexico, Wyoming, Montana, Arizona, Nevada, and Northern California. Washington, Oregon, and Idaho managed to remain neutral in the conflict at the price of some concessions to the federal government. Although the Free States were secretly supported by the Arasaka Corporation with weapons and "security advisers," they were pressed hard by NUSA forces, who were assisted by states that supported federal intervention. This conflict, fought with the most cutting-edge military technology, became known as the Metal Wars.

Night City avoided the fighting, but only barely. Northern and Southern California wound up on opposite sides of the war, with the South allying with the United States government, the North attempting to remain independent from federal rule, and the people of Night City holding their breath as they awaited invasion by federal troops. In early 2070, an NUS Army division advanced to the outskirts of the city, but invasion was prevented thanks to the quick actions of councilman Lucius Rhyne. Capitalizing on contacts made during a decade of service on the city council, Rhyne beseeched the long-shunned Arasaka Corporation for protection. Within days, an Arasaka supercarrier arrived in Coronado Bay. Mere hours later, the NUS Army had withdrawn.

Following Arasaka's open intervention, the Treaty of Unification was finally signed by the New United States and the Free States coalition, ending the Unification War. The Free States retained their autonomy, but agreed to participate in the new federal government and to cease hostilities among themselves. President Myers agreed to this solution, fearing that Arasaka's increasing involvement could result in escalating a conflict that the NUSA could not afford. The peace treaty—though unsatisfactory to all parties—was preferable to continuing the war and risking another global crisis.

In the aftermath of the war, Night City was rededicated as an international free city, independent from the laws and governance of the Free State of Northern California and the New United States. Night City paid for this liberty with the further increase of megacorporate influence, as the corpos pumped money into the revitalization of the city to establish a foothold on the West Coast of the NUSA. The symbolic capstone of these events took place in 2070, when Night City allowed Arasaka to build their new American headquarters downtown on the site where their previous building was destroyed in 2023. Night City prospered again, though that prosperity was not enjoyed by all. ☒



08

08: Night City's Corpo Plaza was rebuilt after its destruction during the Fourth Corporate War. Now its skyscrapers stand as some of the most recognizable fixtures on the City Center skyline.

MODERN THREATS

> *"We have a dangerous degree of social stratification, an enormous crime rate, and migratory unrest in almost every part of the world."*

THE STABILIZATION OF EUROPE AND ASIA at the end of the Fourth Corporate War and the Unification War didn't suddenly turn the world into a happy place full of unicorns and glitter. Although the technological recession between the 2020s and the 2040s lowered global pollution levels, humanity still faces some serious threats. By now climate change is the greatest and the most unpredictable.

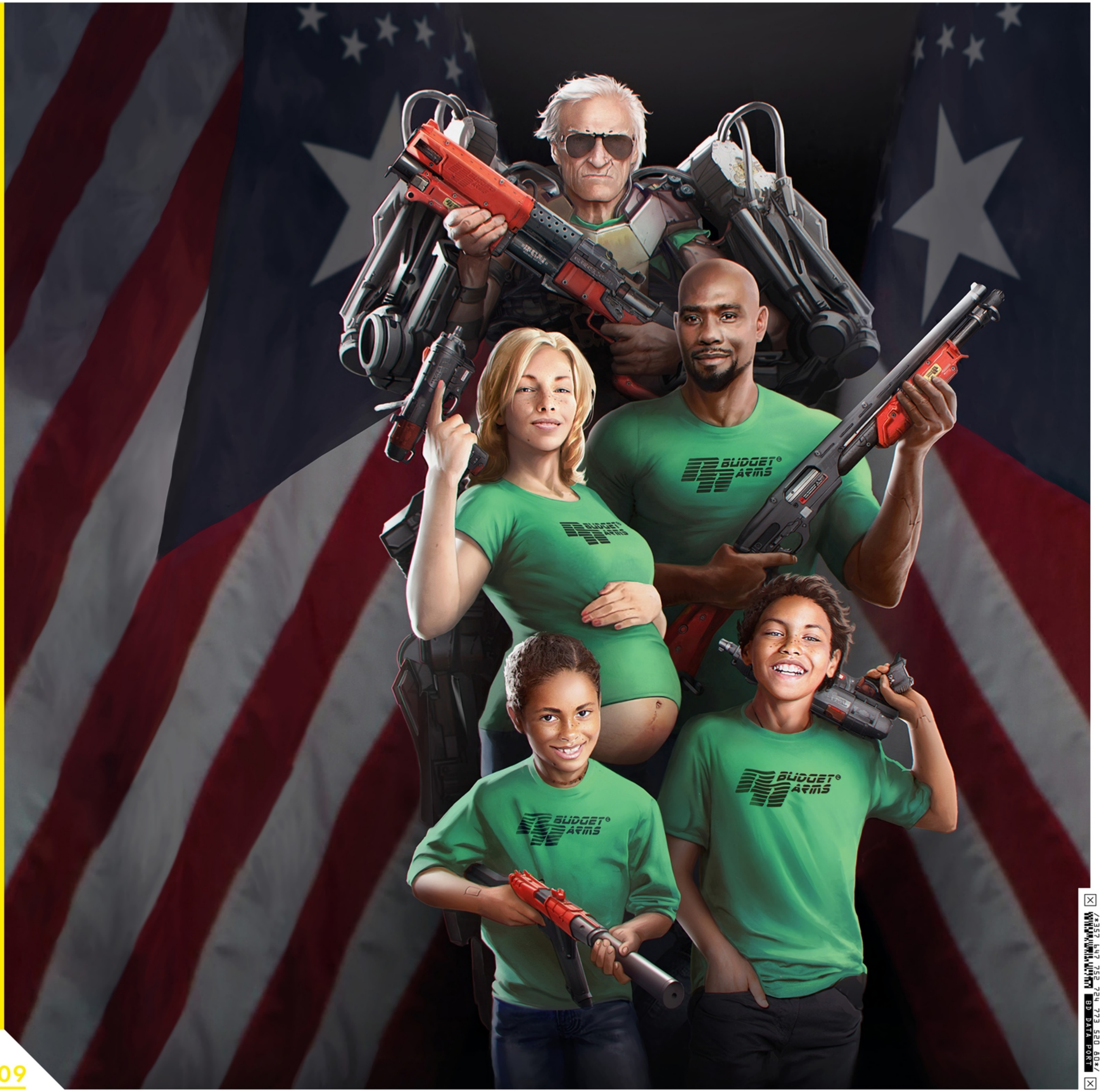
Hurricanes and tornadoes of enormous scale and intensity have decimated populations around the world. Haiti was officially abandoned in 2062 after a series of vicious storms ravaged the island nation. Hundreds of thousands of Haitians died during the event and the exodus it caused, and the devastation of the Caribbean Islands was later deemed to be one of the worst natural disasters of the late twenty-first century.

Desertification and drought are even more dangerous, threatening the entire population of South America as well as regions in North America, Europe, Africa, Asia, and Australia. Clear water is becoming scarce, and the situation hasn't improved in the last few years. On the other hand, flooding is also frequent. In the last ten years floods have destroyed parts of LA and Night City. The Netherlands lost one-third of their territory, but thanks to the newest dam-building technology, they avoided completely submerging into the North Sea. The Maldives were not so fortunate: the archipelago sank entirely about twenty years ago.

These grim circumstances led to significant soil depletion, causing famine that took hundreds of thousands of lives in Asia and Africa. It was only by introducing hydroponic cultivation and vertical city farms that some urban regions avoided total extinction.

Development of cybertechnologies introduced the problem of cyberpsychosis. Sufferers emotionally isolate themselves from other people until human interaction eventually becomes emotionally aggravating. That aggravation grows into contempt, and eventually violence. Although this mental illness has been recognized for half a century, and many studies suggest that it's connected to the quantity of an individual's cyberaugmentations, we still aren't sure what causes some individuals to be more susceptible to the illness than others. Nevertheless, cyberpsychosis remains a major health concern in our technologically dependent world.

To cap this list of woes, we have a dangerous degree of social stratification, an enormous crime rate, and migratory unrest in almost every part of the world—but most of you are probably already aware of that. You face it every day. Things are far from being okay, and if we want to survive as a species, we need to seriously reevaluate our value system. The question is: is it too late for that? ☒



09

09: Weapon manufacturers often use modern society's ubiquitous sense of insecurity as leverage to increase their sales.

/*357 647 752 724 773 520 80*/
BD DATA PORT

CHAPTER 2

AJ6K-M8LP-HH00-09JK
DIGI CONTENT DL

TECHNOLOGY OF TOMORROW

[030] **CYBERWARE**
The Market and Availability
The History of Cyberware

[040] **WEAPONS**
Gun Culture and Gun Laws in Night City
Weapon Sales
Weapon Manufacturers
Consumer's Guide : A Typology of Weapons in 2077

[052] **VEHICLES**
A History of Vehicles after the Fourth Corporate War
SID and Car Theft
Vehicle Manufacturers

[062] **BRAINDANCE**
Consuming Braindance
Recording Braindance
Editing
Celebrities and Braindancers
Other Problems with Braindance

[074] **NETRUNNING**
Bartmoss and the Death of the Old Net
Mayhem in the Net
The Net Today
Netrunning Today: Gear Tiers

“HELLO, AND HAIL TO THE FREE NET. TODAY WE’RE GONNA TALK ABOUT MODERN TECHNOLOGY.

EVERY SINGLE DAY, CORPORATIONS FLOOD OUR SENSES WITH ADS FOR MUST-HAVE BLEEDING-EDGE MERCHANDISE, WHILE SIMULTANEOUSLY STEALING EACH OTHER’S IDEAS AND BLUEPRINTS, KIDNAPPING OPPOSING TOP

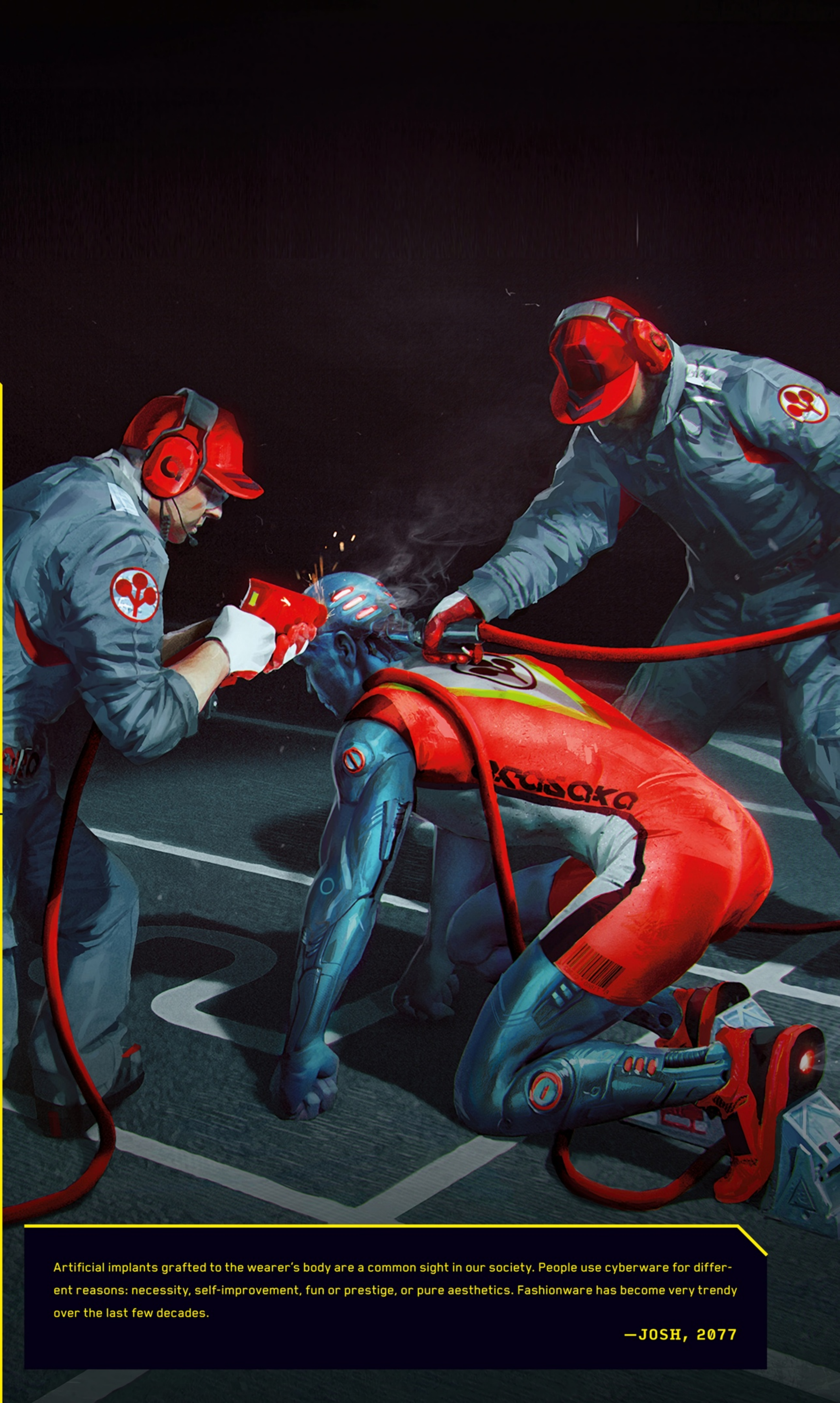
RESEARCHERS, ASSASSINATING RIVAL EXECUTIVE DIRECTORS, AND BLOWING UP COMPETING LABS—JUST TO BE THE FIRST TO MARKET WITH THEIR OWN TECHNOLOGICAL MARVELS. THE STREET HAS ITS OWN BLACK MARKET OF CREATIVELY MODIFIED EQUIPMENT—FROM CYBERWARE, TO GUNS, TO NETRUNNING DEVICES, TO CARS AND AERODYNES.”

—THE EDITOR

CYBERWARE

EDITOR'S NOTE

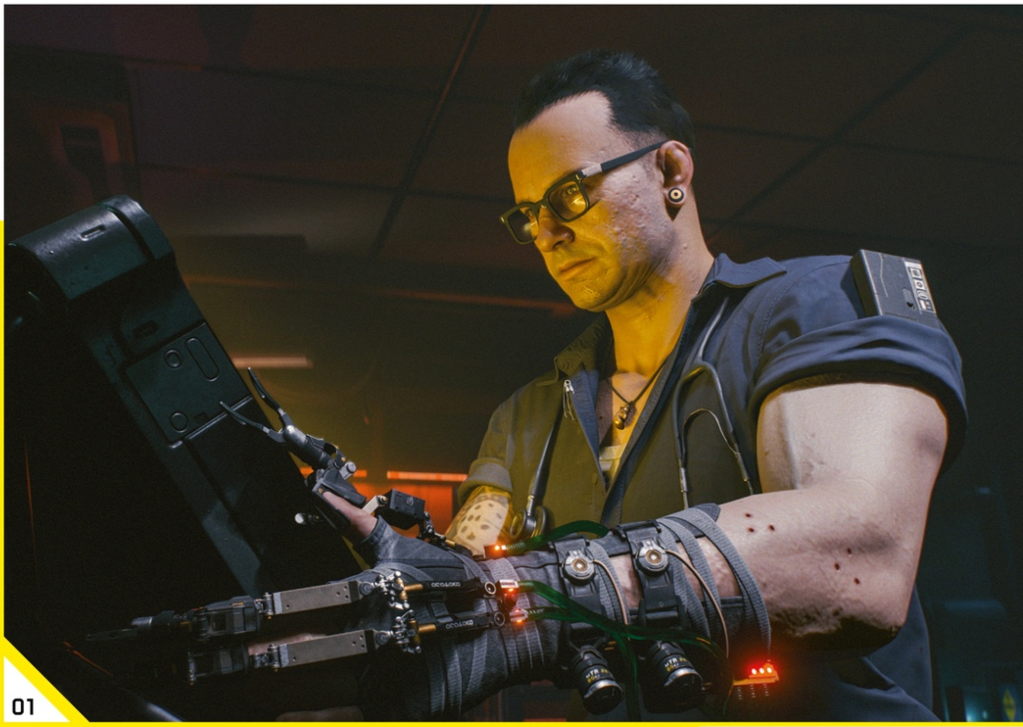
Technology has made great leaps forward during the last half century, and even if you haven't been spending time in a cryofridge, it can be hard to stay up to date with the latest trends and innovations. We thought it would be a good idea to do something about that, so our best stringer, Josh, has done some research and legwork. He's greased a few palms and spoken with some real experts in their fields, all to bring you a quick recap of modern technology and the history of its development. We'll start with something that has become inseparable (often literally) from our daily lives over the last fifty years: cyberware.



> Artificial implants grafted to the wearer's body are a common sight in our society. People use cyberware for different reasons: necessity, self-improvement, fun or prestige, or pure aesthetics. Fashionware has become very trendy over the last few decades.
>
> —JOSH, 2077

THE MARKET AND AVAILABILITY

/*6597 445 2478 9578*/
AUDIO DATA PORT



01

▲ 01: A KABUKI RIPPERDOC EXAMINES THE FUNCTIONALITY OF HIS CLIENT'S RECENTLY ADDED IMPLANT.

MOST COMPANIES OFFER A WIDE selection of off-the-shelf implants, pejoratively known as "shelfware." Though often scorned by professionals who prefer to tune and modify their own stuff, those implants are reliable, widely available, and generally affordable. They function in modern culture like tattoos and cellphones did at the beginning of the twenty-first century: as a method of expression, a trendy addition to one's image, and a useful gadget—usually all in one.

Basic cyberware is easy to obtain nowadays. Shops and cosmetic clinics install "lite" implants on the spot. You walk in off the street, make an appointment, sit through a quick procedure and some calibrations, and voilà: now you've got your very own cyberaudio implant. Other add-ons can be bought at the store and installed at home.

More complicated cyberware needs to be installed in specialist clinics, but the whole procedure isn't more complicated than a visit to the dentist's office. Yes, they have to check that your medical condition won't cause any complications during the procedure, but they know that you can always install the same implant at a ripperdoc's place for about 60 percent of the price, so they usually aren't too strict.

The most complex cybernetic and biological enhancements—like full-body conversions or organ and limb replacements—are only performed by specialists in branded clinics. Most people pick something from the *Docs R Us* catalog, but you can also choose one of the black clinics, depending on your preference, the state of your wallet, and your risk assessment. If you're feeling lucky and you want to have some ripperdoc from Kyrgyzstan remove your heart and replace it with cheap secondhand junk, go for it.

Also, having your arm cut off to get yourself a cyber replacement isn't something that most people do on a daily basis. You have to be pretty fucked up or have a serious reason—like a loan to pay—to come to that decision. Things are different when you're rich though. Rich people do much weirder stuff just to show off.

Removing or replacing an implant is almost always an option, but there are no refunds. Think twice before you make the decision to mod, especially with complex cyberware. If you can't afford to buy a new model, or you haven't kept your old lungs in the fridge, you may have serious problems—you know, with breathing and stuff. ☒

COMPATIBILITY

Modern implants all have similar technological foundations, because they need to be compatible with each user's nervous system. The interfaces are all industry standards, so there is no problem with compatibility between competing platforms from different manufacturers. You have an Arasaka-made learning processor but a chipware socket from Biodyne? No problem.

THE HISTORY OF CYBERWARE

> PROSTHESES AND GENERATION ZERO CYBERWARE

Cyberware was created as an evolution of medical prostheses. At the beginning of the twenty-first century, implants were mainly used to replace missing or damaged limbs and organs. Artificial heart valves, extremities, vertebrae—they were all designed to save human lives or to allow the patient to function more normally after severe body trauma.

The development of cyberware sped up after the First Central American War, when thousands of veterans came home injured. Technological progress and miniaturization allowed for "medical" cyberware to become more sophisticated and widespread, but it was still quite expensive and not very intuitive to use. The first prosthetic arm was a heavy mechanical contraption with a crude gripper instead of a hand and fingers. Today we refer to such cyberware as "Generation Zero." It is completely obsolete compared to modern technology.

> THE INDUSTRIAL CYBERWARE REVOLUTION AND GENERATION ONE

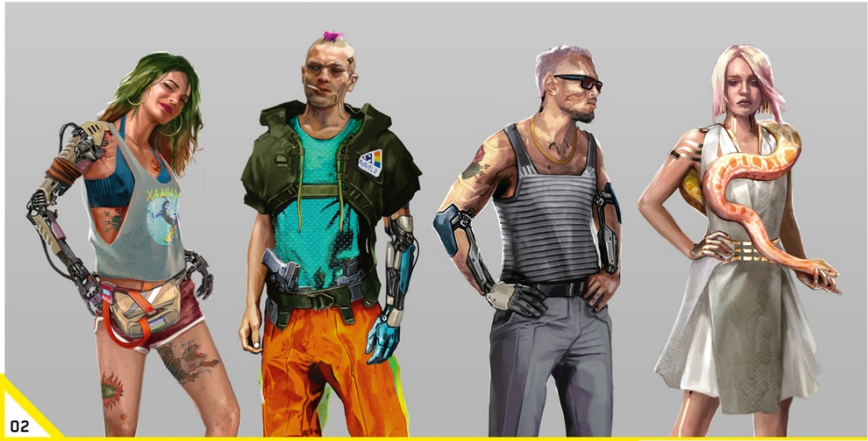
Postwar medical cyberware prosthesis development helped to speed up the miniaturization process. The first nonmedical implants to be designed and successfully tested were reinforced spines and joints for heavy labor workers and air filters grafted in upper respiratory tracts for those working in polluted environments. Still, the high rate of implant rejection remained the main obstacle for the further cybernetic enhancement of society.

Cyberware found its way to the battlefields in the second decade of the twenty-first century. The Second Central American War and the Second and Third Corporate Wars were the crucibles that forged the first combat implants. Militech was first to seize the opportunity. Their enhanced cybersoldiers—with increased carrying capacity and direct connections to personal motion trackers and range finders—proved to be superior to their opponents in almost every way. Each side of those conflicts soon started to design and employ combat cyberware. Those wars started an arms race between the private armies of the megacorporations that continues to this day.

That early combat and industrial cyberware is now referred to as "Generation One" or "Gen 1." Made of metal and plastic, they exceed the Generation Zero, but are inferior even to the old-fashioned Generation Two. Nowadays Gen 1 can only be seen on the black market, sold cheap to the poorest of people who can't afford better cyberware.

/*2742 523 852 2658*/

AUDIO DATA PORT



▲ 02: INDIVIDUALS FROM ALL WALKS OF LIFE ENJOY CYBERWARE, THOUGH SOME MAKE IT MORE APPARENT THAN OTHERS.

> GENERATION TWO AND THE ANTIREJECTION SOLUTION—IMPLANTS HIT THE STREETS

As has often been the case in human history, war would play a pivotal role in the development of a new technology. The battlefield dust had not yet settled before the cybermedical market started booming. The same corporations that participated in the Corporate Wars now saw an opportunity for profit, and expanded their lines to produce medical implants for veterans. Right after that they introduced cheap models for the industrial market, and the first models for the masses were designed simultaneously. The first cyberweapons appeared too, thanks to their still federally unregulated status.

These events all coincided with the invention of antirejection treatment, the development of the new cultural style called "kitsch," and the boom of braindance technology. Society, weary from recent wars, wanted to party again, and to look like the heroes in the newest braindance productions. The age of cyberware had begun.

Generation Two cyberimplants are the most common type of augmentation you will encounter on the street. They are functional and relatively cheap. Gen 1 pistons and hydraulics were replaced by artificial cybermuscles that allowed for greater actuation and strength. Then RealSkinn technology entered the market and immediately became a high-end status symbol.

BOOTLEGS AND BLACK-MARKET CYBERWARE

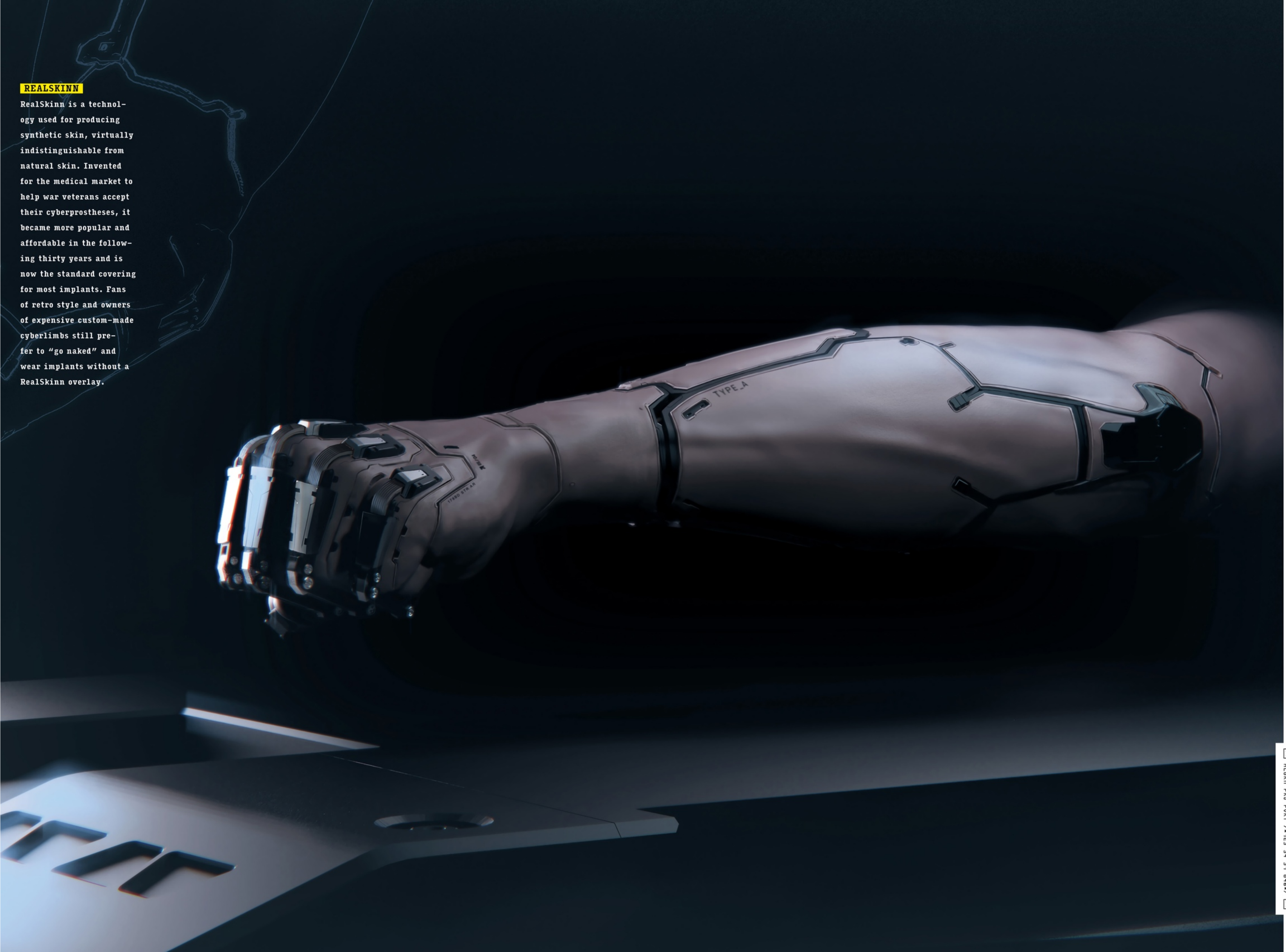
When you cannot afford original gear, you can always buy a cheaper version made by a lesser company. These counterfeits usually have fewer options, worse software, and are more prone to failure. That's what you get with "Militiatech" or "Ara-Sake" brand quality. You can also try to buy cyberware on the black market, but the prices can be pretty high. You'll surely pay less for the cyberarm with some leftover chunks of the previous owner attached to it, but for the hot merchandise, like a brand-new Gen 4 Temporal Cortex Enhancement prototype, you'll have to sell both of your kidneys—or at least someone's kidneys, provided they're healthy.

ADVERTISEMENT LINK
↗ SERIAL/ E0D-78HG-3D6J-G61R /

MOORE TECHNOLOGIES
BODY WITHOUT LIMITS

REALSKINN

RealSkinn is a technology used for producing synthetic skin, virtually indistinguishable from natural skin. Invented for the medical market to help war veterans accept their cyberprostheses, it became more popular and affordable in the following thirty years and is now the standard covering for most implants. Fans of retro style and owners of expensive custom-made cyberlimbs still prefer to “go naked” and wear implants without a RealSkinn overlay.



◄ A GENERATION FOUR STRING ARM COVERED IN INFANT-QUALITY REALSKINN.

BIOWARE

Biotechnology and nanotechnology are still fairly novel by market standards. They were created as byproducts of implant antirejection treatment, where their primary use was to integrate implants into a human body. Based on artificially grown, enhanced organs and low-impact nanotech, in a few years bioware could become the leading technology in the body-modification business. Bioware is developing rapidly, especially in Europe, which is a cradle of high-quality bioengineered modifications. Scandinavian laboratories and clinics belonging to relatively small, government-backed corporations like Freya and Yggdrasill are considered to produce the best bioware on the market, outclassing any of their American- or Asian-made counterparts.

> RISE OF THE MEGACORPORATIONS AND GENERATION THREE CYBERWARE

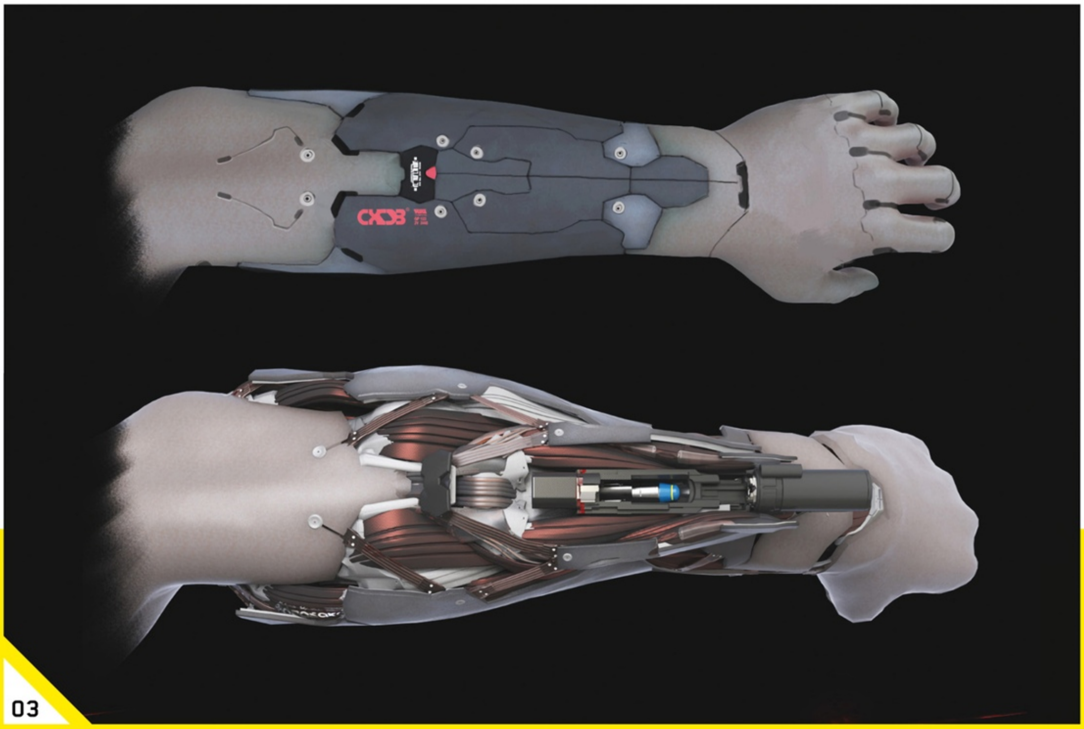
The rise of the megacorporations also played a role in cyberware's continued technological development. The invention of Gen 3 cyberware was instigated by the corporate "cold wars" arms race. Every corporation wanted to have better equipped soldiers and enforcers to keep their competitors at bay and their own business secure. Lighter and more durable carbon fiber and ceramic polymers replaced heavy metal. Concealed subdermal armor and retractable weapons were designed for black ops and assassins. Bullet, blade, and fireproof armored variants of RealSkinn were developed and are widely used today among corporate forces.

This period also saw the invention of bioware—technology that uses biological enhancements instead of cybernetics. Skinweave armor, nanosurgeons, toxic binders, and synaptic upgrades became ever more popular. Though biomodified muscles and organs are not as powerful as their cyberware counterparts, they are immune to EMP attacks, are not detectable by regular scanners, and are less likely to cause cyberpsychosis. Individuals combining cyberware and bioware became some of the most dangerous corporate agents and special operatives. I wouldn't recommend buying any bioware from an unchecked source—unless you want an infection from some crazy, convict-tested nanobots that eventually attack your nervous system.

In the last thirty years, cyberware has become widely used in every aspect of life across all social strata—from the military, medicine, and manufacturing to family life, sex, and entertainment. Its development created legal and illegal business, from braindance and cyberfashion to the black market of cyberlimbs and bioengineered organs. Humanity has been forever changed.

arasaka ADAM SMASHER
[FULL BODY CONVERSION]
/XP 98/PRO◊•*•*•/ MADE IN USA

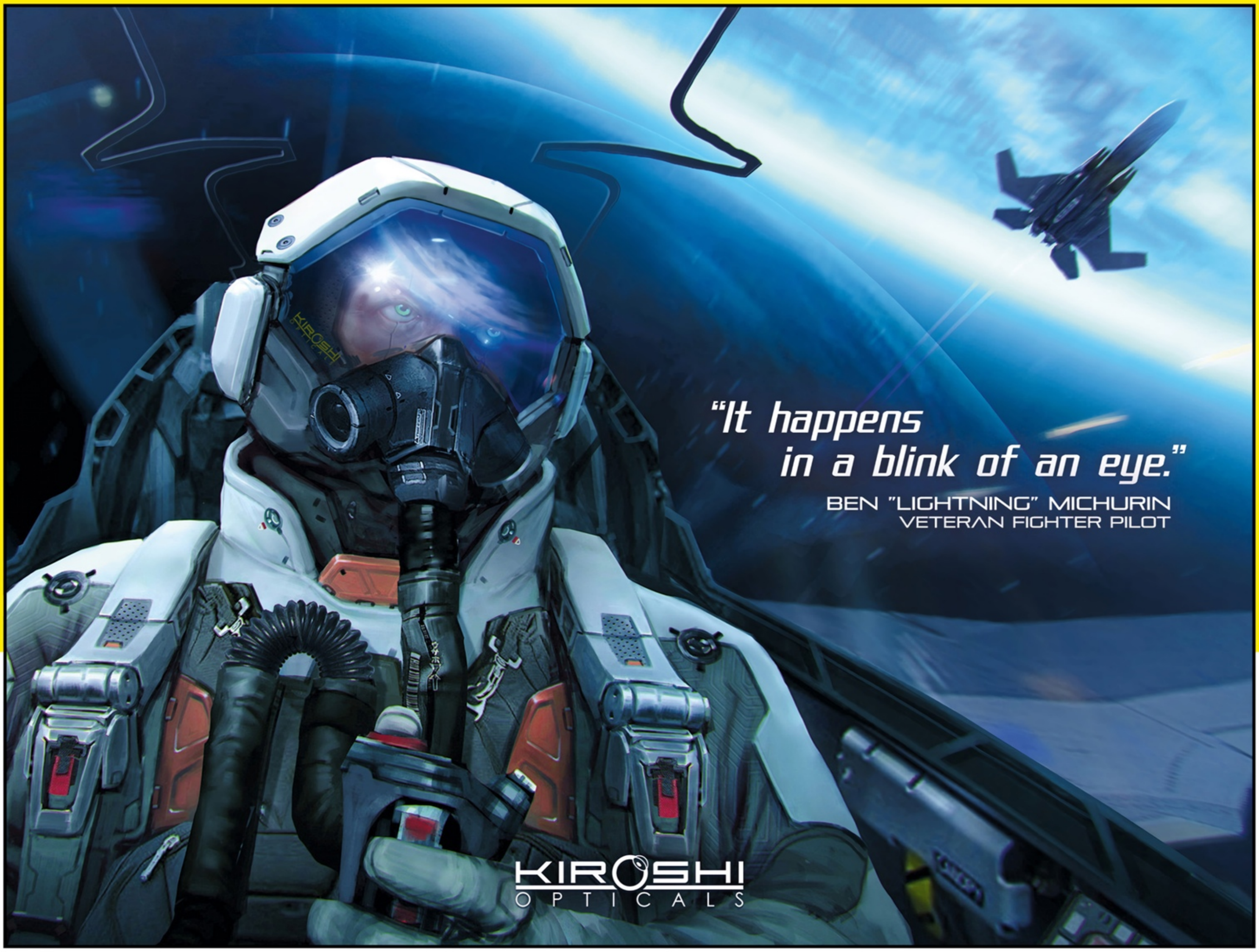
HLGRM PRJ PORT /*632 73 94 466*/



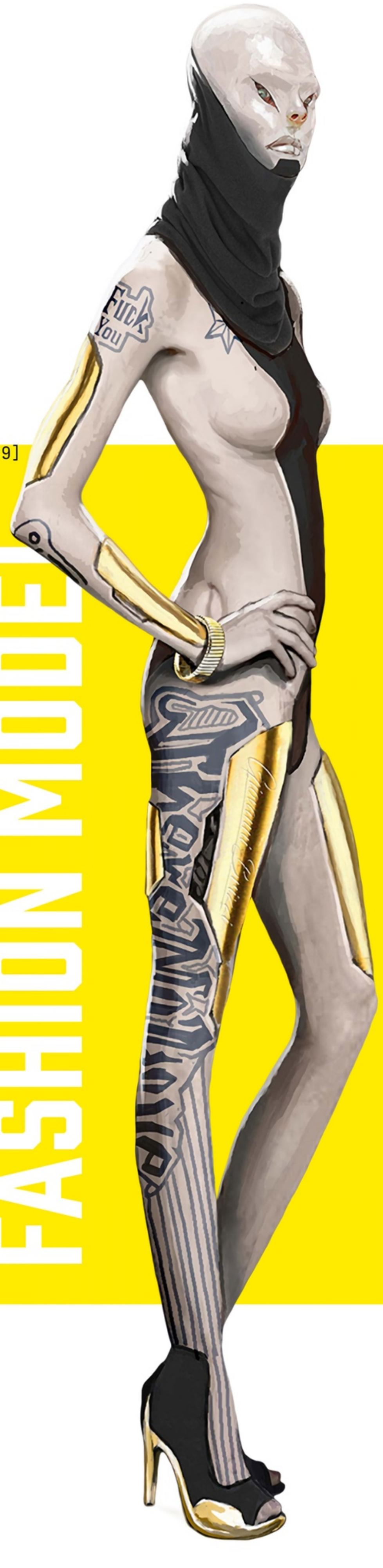
03

◄ **03: A FULL FOREARM REPLACEMENT HOUSES AN INTEGRATED PROJECTILE LAUNCHER.**

ADVERTISEMENT LINK
SERIAL/ CIN-1D57-34J9-89RE /


"It happens
in a blink of an eye."
BEN "LIGHTNING" MICHURIN
VETERAN FIGHTER PILOT
KIROSHI
OPTICALS

AVANTE
SI PARLA MODA
ΛV
NEW LOOK / GOLDEN ROME
SPRING COLLECTION 2077
ADVERTISEMENT LINK
SERIAL/ 3UI-11HJ-IJKT-SD54 /



> FOR THE RICH AND POWERFUL— GENERATION FOUR

The newest and best kind of cyberware comes in two types. The first is used by top-tier corporate officials and agents. Implants like upgraded neural processors, netrunning hackware, grade IV cybereyes, and stress analyzers give them a competitive edge over their rivals and peers. Covered with the finest quality RealSkinn, these Gen 4 augmentations define a corpo's lifestyle and are a sign of their status within the corporation.

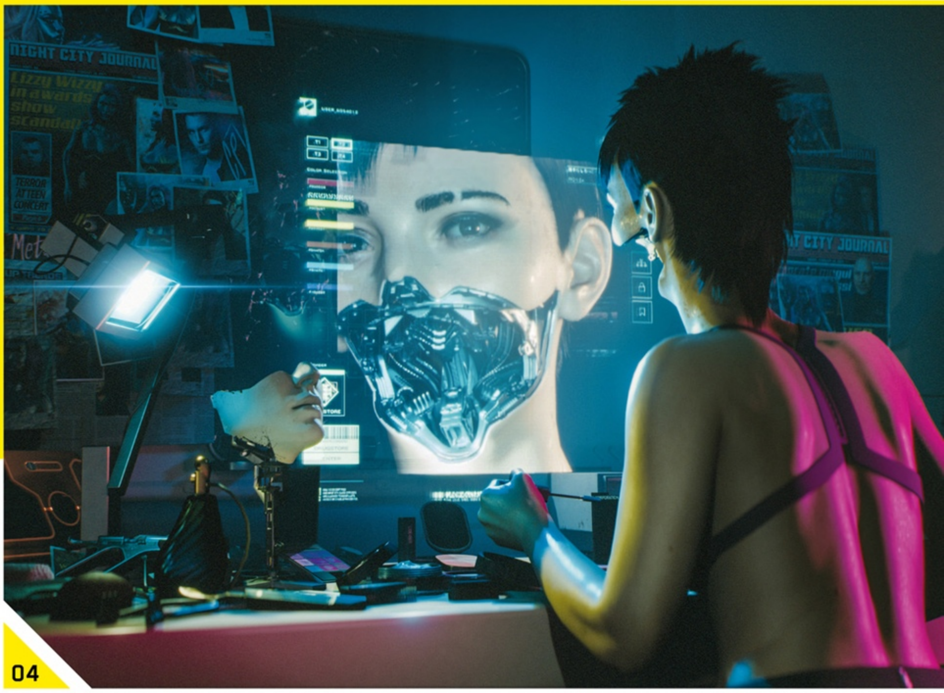
Though no less advanced, the second type of peak modern cyberware is designed to be overtly visible. This style is becoming ever more popular among the social elite—corporate heirs, braindance stars, singers, and other celebrities. Flowing gold and platinum lines woven into the most advanced RealSkinn. Anatomical cyberlimbs made of pure crystal, artificially cultivated on orbital stations, or plated with natural wooden tiles worth tens of thousands of Eurodollars. This style of cyberware is almost purely decorative to signify status and wealth. ☒

DESIGNER IMPLANTS

To get a custom-made version of a commercial implant, you'll need to know the right fixer and have some money to spend on the merchandise. Such cyberware is extremely rare and expensive, but half of the exorbitant price is the "uniqueness" fee. Nevertheless, obtaining a piece of bespoke gear earns a lot of respect and can be a major shot in the arm for your street reputation.

▼ 04: A MEDIA INFLUENCER STREAMS THE INSTALLATION OF HER MAXILLA-MANDIBULAR IMPLANT.

/*2896 983 3490 2679*/
AUDIO DATA PORT



WEAPONS

EDITOR'S NOTE

To examine this controversial topic more closely, we've decided to consult an expert. Though a little eccentric, Wilson is an ardent supporter of the original Second Amendment and is a purveyor of weapons in every shape, size, and style. His knowledge on this subject is as broad as the selection in his shop, so make sure to read carefully. It could save you money—and your life.

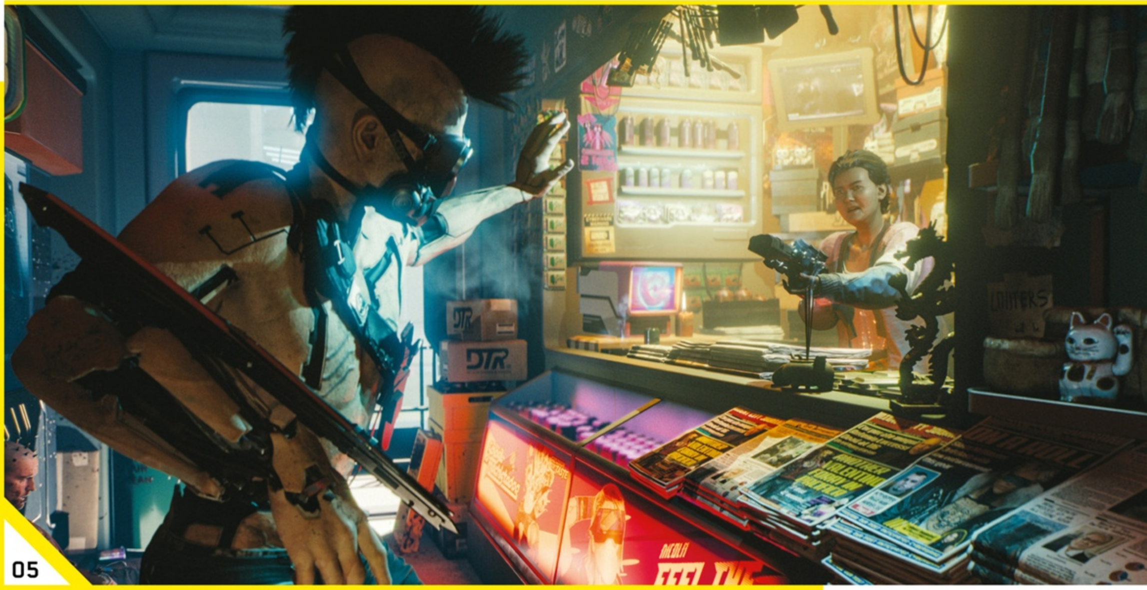
We live in dangerous times, my friend, and Night City is one of the most dangerous places in America. Crime is rampant, gangs are everywhere, and everyone has to find their own way of dealing with that situation. Thankfully, corporations and our corporate-backed government have found the perfect way to keep every law-abiding citizen safe. Just sell them each a gun. Or a few guns. The more the better.

Owning a firearm—legally or illegally—means safety and independence. For those who live by the sword (mostly gangers and cyberpunks), guns mean power and prestige, their signature, and their status on the street. You know that old Militech commercial slogan? "Don't be a sheep, take matters into your own weaponized cyberhands." Yes, everyone knows it. That, my friend, is why my business is booming.

—WILSON, 2077

GUN CULTURE AND GUN LAWS IN NIGHT CITY

▼ 05: A WELL-PREPARED SHOP OWNER DEFENDS HERSELF AGAINST A PAIR OF WOULD-BE ROBBERS.


05

WHO OWNS A GUN IN Night City? Anyone who can afford one. Who carries it openly? Generally only folks who'd use it on a day-to-day basis: law enforcement officers, corporate security officials, mercenaries, and gangers. People who run businesses in public places—vendors or taxi drivers for example—will also often carry a gun openly for their own safety and to protect their livelihood. No one wants to be an easy mark, especially if you live in a poor neighborhood. Sure, there are some "crime threat" apps that can warn users about shoot-outs and elevated threat levels in certain city districts, but owning and carrying a gun is far more trusted as a safety solution.

Still, despite the fact that we live in an urban jungle and that the Night City charter is pretty lax about citizens carrying guns, most people don't carry them openly to work or the grocery store. Sure, there are some trigger-happy cowboys yearning for an opportunity to resort to "preemptive self-defense," but a surprisingly significant part of the population has a distaste for weapons and treats them as a necessary unpleasantness.

Some places—like courthouses, police stations, and other municipal buildings—are more strict about carrying weapons and possessing offensive implants. These places are guarded by either the police or private enforcement agents and security systems. "Corporate Zones" (or "Privately Owned Public Spaces," as they are often referred to) are the same way, and are entirely excluded from the Night City charter. To detect hidden weapons and cyberware made of common composite materials, security forces use full-body scanners at the entrance to such zones and buildings. Access to these areas is only granted to those first deposit their weapons in safety lockers and deactivate and block their offensive implants. ◘

FIREARM LAWS

Gun laws in 2077 America haven't changed much since the turn of the century. The Second Amendment to the US Constitution is as sacred as ever, especially now that violence on the streets is so rampant. Reunited states' gun laws are still regulated by the federal government, while the specifics vary by state and locality. Concealed carry became the norm everywhere, and open carry is allowed outside city limits and tolerated in most suburban areas.

WEAPON SALES

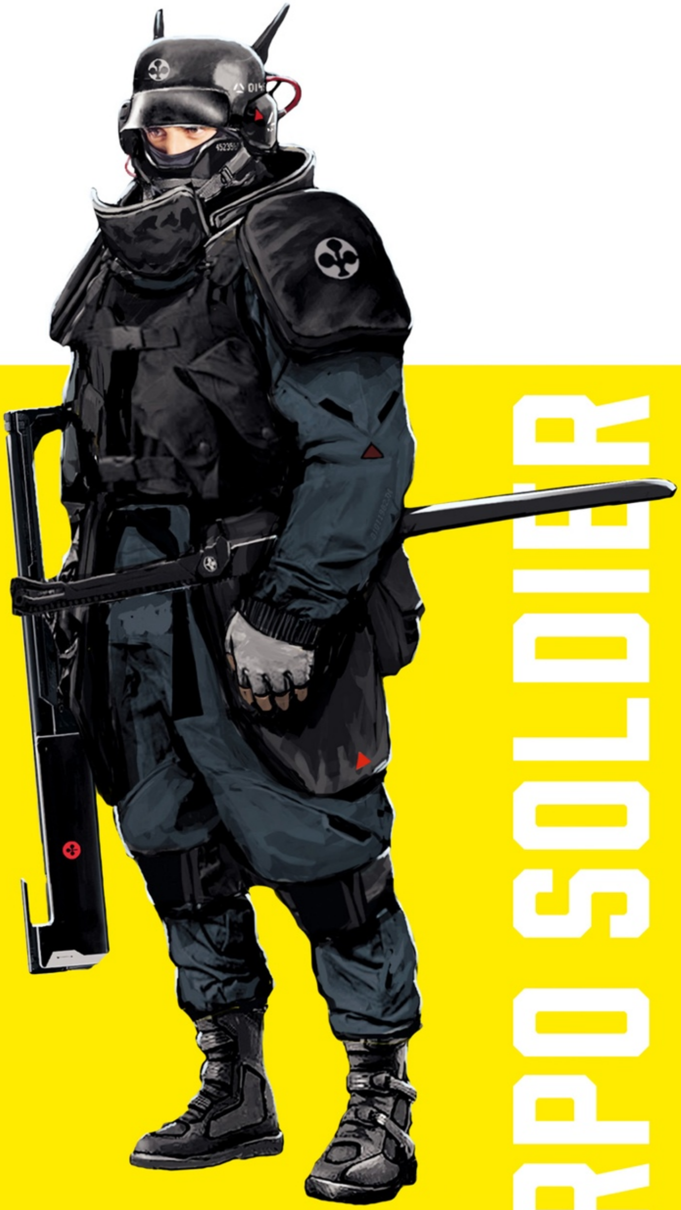
"PREEMPTIVE SELF-DEFENSE"

As everyone nowadays is potentially equipped with offensive, lethal cyberware, most states have widely extended their interpretation of the right to defend oneself. Thus, the term "preemptive self-defense" was coined. According to this principle, if an individual is "provoked," they are always authorized to use deadly force "to prevent the infliction of significant bodily harm or death." Courts in different states may vary in their definition of provocation, but they usually aren't very strict about it if the provoker had any visible implants that may have seemed suspicious or threatening. Unfortunately, "suspicious" and "threatening" can describe a wide variety of augmentations.

IN NIGHT CITY, AS IN MOST AMERICAN cities, you can legally purchase pretty much any weapon you could wish for. If you want to buy cheap, shitty guns, go to one of the vending machines; for a few eurobucks you can get one of those "one-shot polymers" from BudgetShitarms. Supermarkets or convenience stores also offer a basic selection of weapons that might suit the needs of less discerning customers, while specialized weapon boutiques offer merchandise for more informed clients.

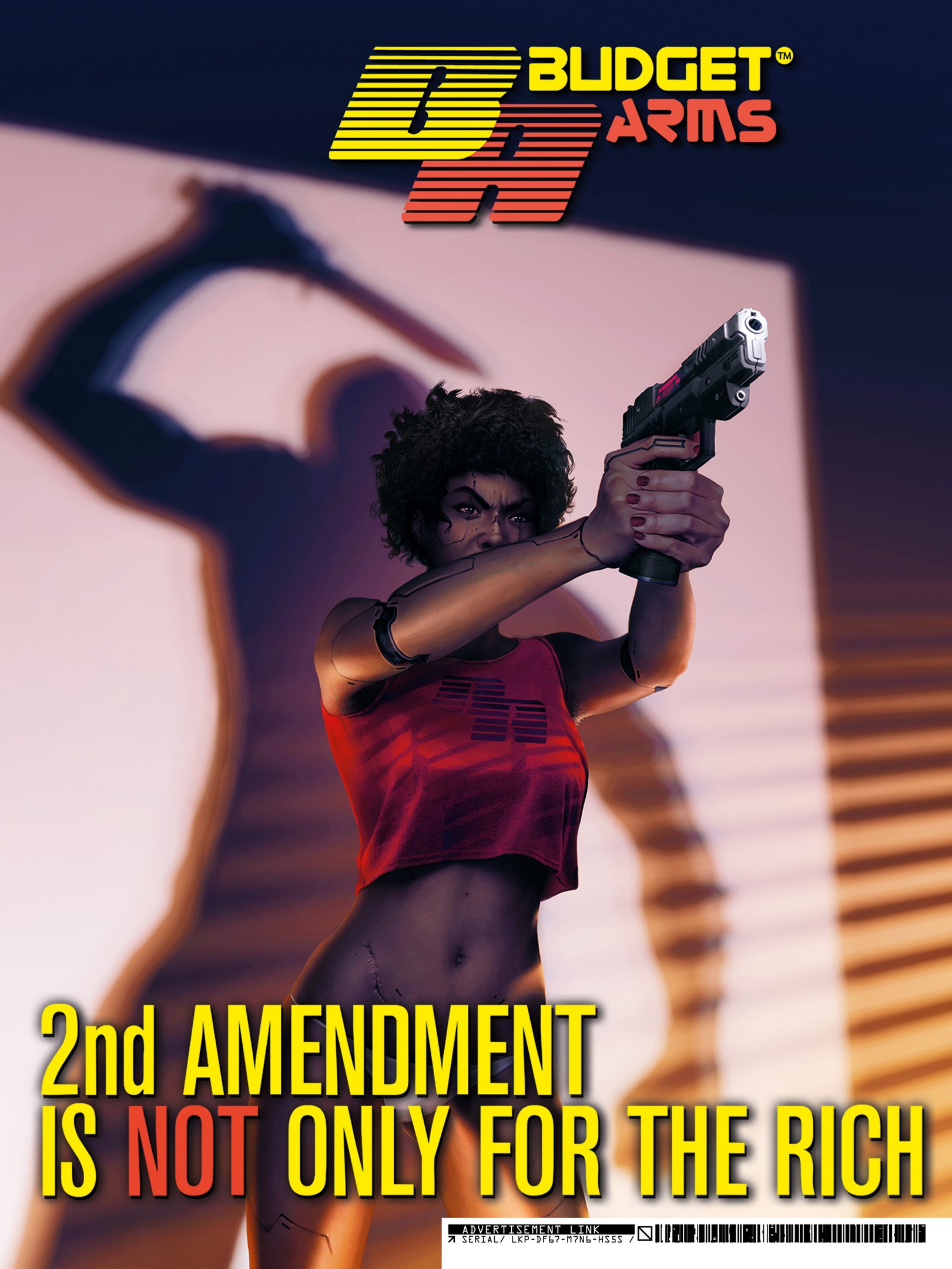
Heavy weapons are a different story. The possession and sale of so-called "weapons of war" are strictly prohibited inside Night City limits, but major corporations enjoy an exception to this law. Corpo's elite security forces may use them if "public safety is endangered," which also extends to "Privately Owned Public Safety," so yes, corpo soldierboys can legally use a minigun if corporate property or personnel is in any perceived danger. Of course elite police units like Max-Tac can use heavy weapons too. A militarized police force is an effective police force, right?

That doesn't mean that you can't buy heavy weapons from specialized independent vendors. If you know where to find them, fixers can get you literally anything—including the latest cutting-edge corporate prototype weapons. Just bring your wallet. ☒



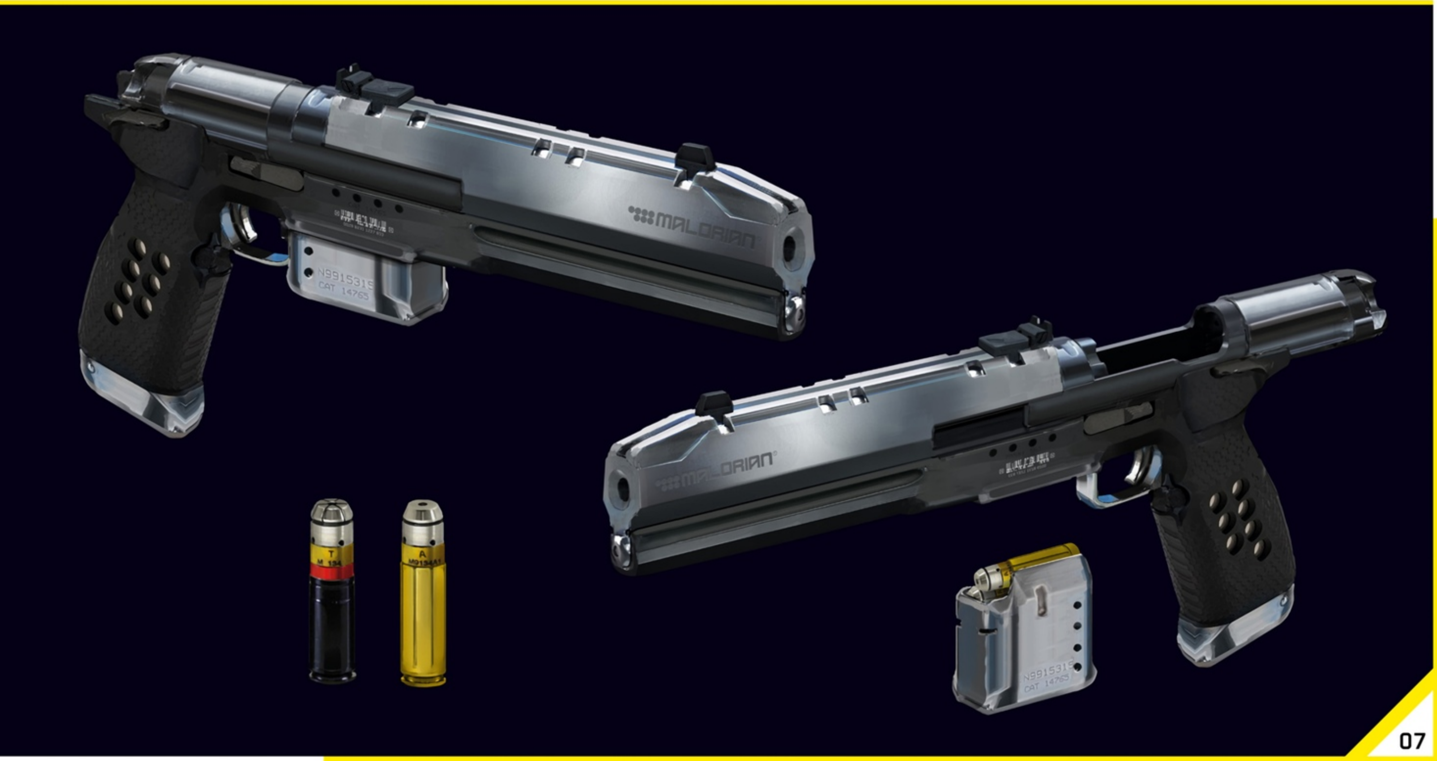
CORPO SOLDIER

▼ 06: THE MILITECH M-179 ACHILLES IS POPULAR AMONG SOLDIERS AND MERCENARIES FOR ITS PRECISION AND RELIABILITY.


BA
BUDGET™
ARMS
2nd AMENDMENT
IS NOT ONLY FOR THE RICH
ADVERTISEMENT LINK
SERIAL/ LKP-DF67-M7N6-HS5S /

WEAPON MANUFACTURERS

▼ 07: MALORIAN ARMS IS A NOTABLE MANUFACTURER OF SMALL ARMS FOR COMPETITION AND PERSONAL DEFENSE.



07

HLGRM PRJ PORT /*922 64 00 334*/

BORG WEAPONS

"Borg" is the colloquial term for the subcategory that includes power and tech weapons that are designed to be wielded and used only by heavily augmented users. They usually require a special cyberlimb, full-body conversion, or Assisted Combat Personnel Armor. These weapons are especially popular among the heavily cybermodded mercenaries and members of infamous police psychosquads.

THE TOP TIER OF WEAPON-PRODUCING companies is dominated by Asian corporations. Japan's Arasaka and Tsunami Defense Systems both provide top-quality, high-tech firearms, but they have to share their niche with a new contender—Chinese corporation Kang Tao, the emerging leader in "smart" technology weapons.

Midtier manufacturers are more diverse, and American corporations lead in that category. Militech, the famous military contractor, is focused on mass-produced, midquality, military-spec firearms. Midnight Arms excels at heavy weaponry, mainly borg weapons. Malorian Arms is struggling to keep up; this once famous company hasn't released any new models since 2043, but they are still considered to be the iconic producer of reliable handguns.

Techtronica—known for their high-tech consumer weapons—recently expanded their product range to include military robots, which earned them the nickname of "Russian Militech." If you aren't a huge fan of modern technology and want something simple but rugged from the midtier, then Constitutional Arms still makes excellent shotguns and machine guns.

If price is an issue, you can lower your expectations and try to find something among the offerings of lower-tier companies. Nokota earned its reputation as a producer of inexpensive arms that are still reliable and powerful. If you value style over quality, the India-based Darra Polytechnic would be your best bet. Serbian Rostovic weapons are cheap, simple, and highly customizable. If you're brave enough, you can always try some of the 3D-printed do-it-yourself kits from BudgetArms—now available in a classic retro pink color straight out of 2020. ☒

[TOP TIER]

ARASAKA

津浪 TSUNAMI
DEFENSE SYSTEMS

康陶 Kang Tao
智能电子解决方案

[MIDTIER]

MILITECH

MIDNIGHT ARMS

MALORIAN

ТЕХТРОНИКА

CONSTITUTIONAL ARMS
CA

[LOW TIER]

NOKOTA™
MANUFACTURING

DARRA®
POLYTECHNIC

ROSTOVIC

BH

CONSUMER'S GUIDE: A TYPOLOGY OF WEAPONS IN 2077

LET'S SAY YOU NEED A GUN. YES, YOU'RE definitely gonna need one. Let me take you on a quick tour through the most popular types of modern weapons. Trust me, I'm a dealer.

> POWER WEAPONS

"Power weapons" (or "power guns" as they're called in street slang) are classic firearms that use conventional cartridges of various types and calibers. Tried and trusty, they are characterized by their high rate of fire and significant recoil. They are very popular among civilians, law enforcement officers, and military personnel. The power category includes all kinds of firearms, from cheap and unreliable polymer one-shots and primitive but effective revolvers and shotguns to brand-new, precisely engineered automatic pistols, submachine guns, assault rifles, and machine guns.

> TECH WEAPONS

"Tech weapons" (or "tech guns") are firearms that incorporate rail gun technology, firing solid high-velocity projectiles that are propelled with an electromagnetic charge. Although they have a slower rate of fire than other firearms, they more than make up for it with their awesome range and penetrating power.

Tech weapons utilize caseless ammunition (generally a jacketed steel flechette), which is able to penetrate most personal armor, and even vehicle armor when subjected to a prolonged charge.

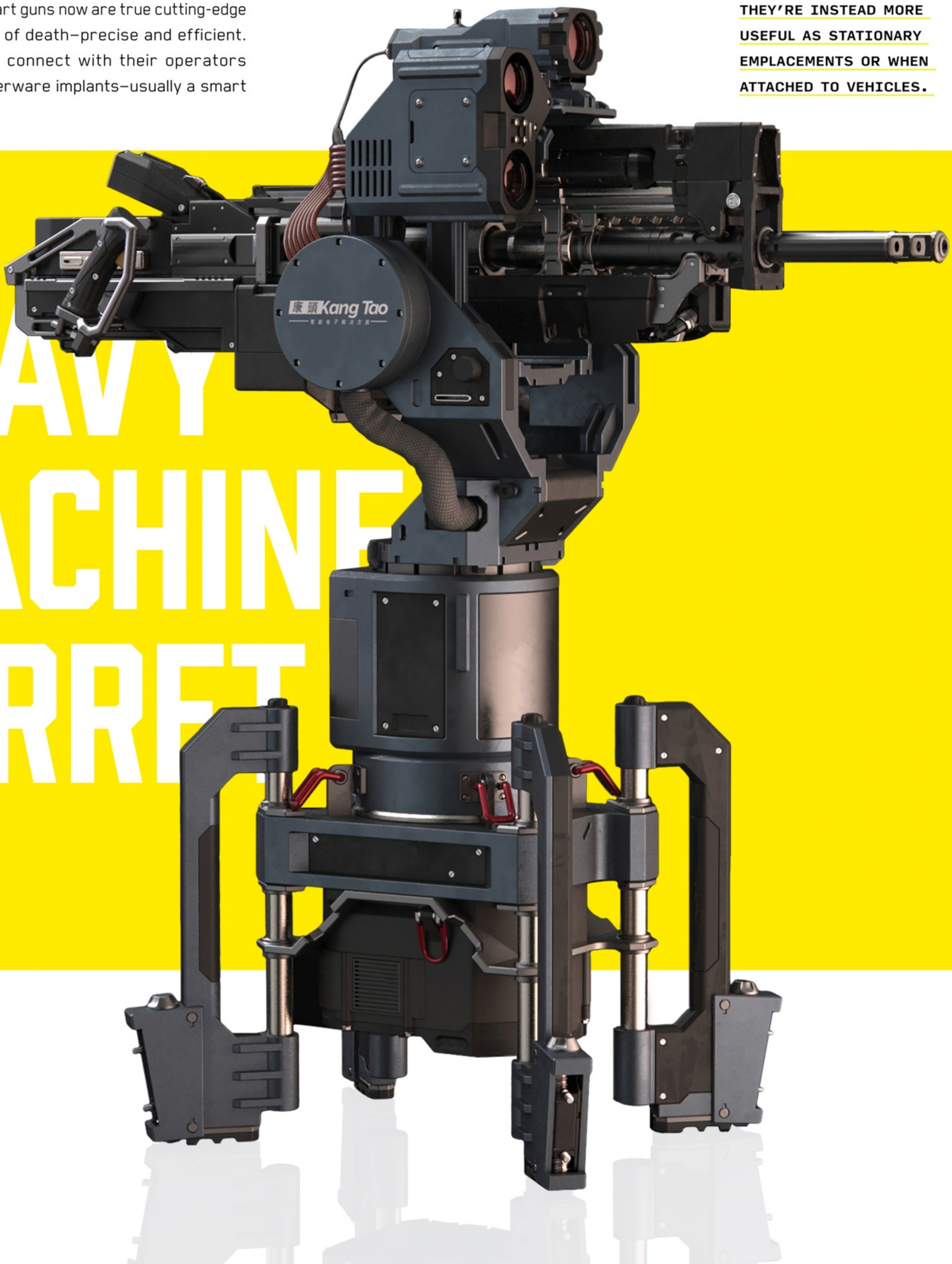
▼ 08: THE CONSTITUTIONAL DEFENDER BY CONSTITUTIONAL ARMS IS ONLY INTENDED FOR USE BY CORPORATE LAW ENFORCEMENT, THOUGH IT'S UNDENIABLY POPULAR AMONG CIVILIANS AS WELL.

08

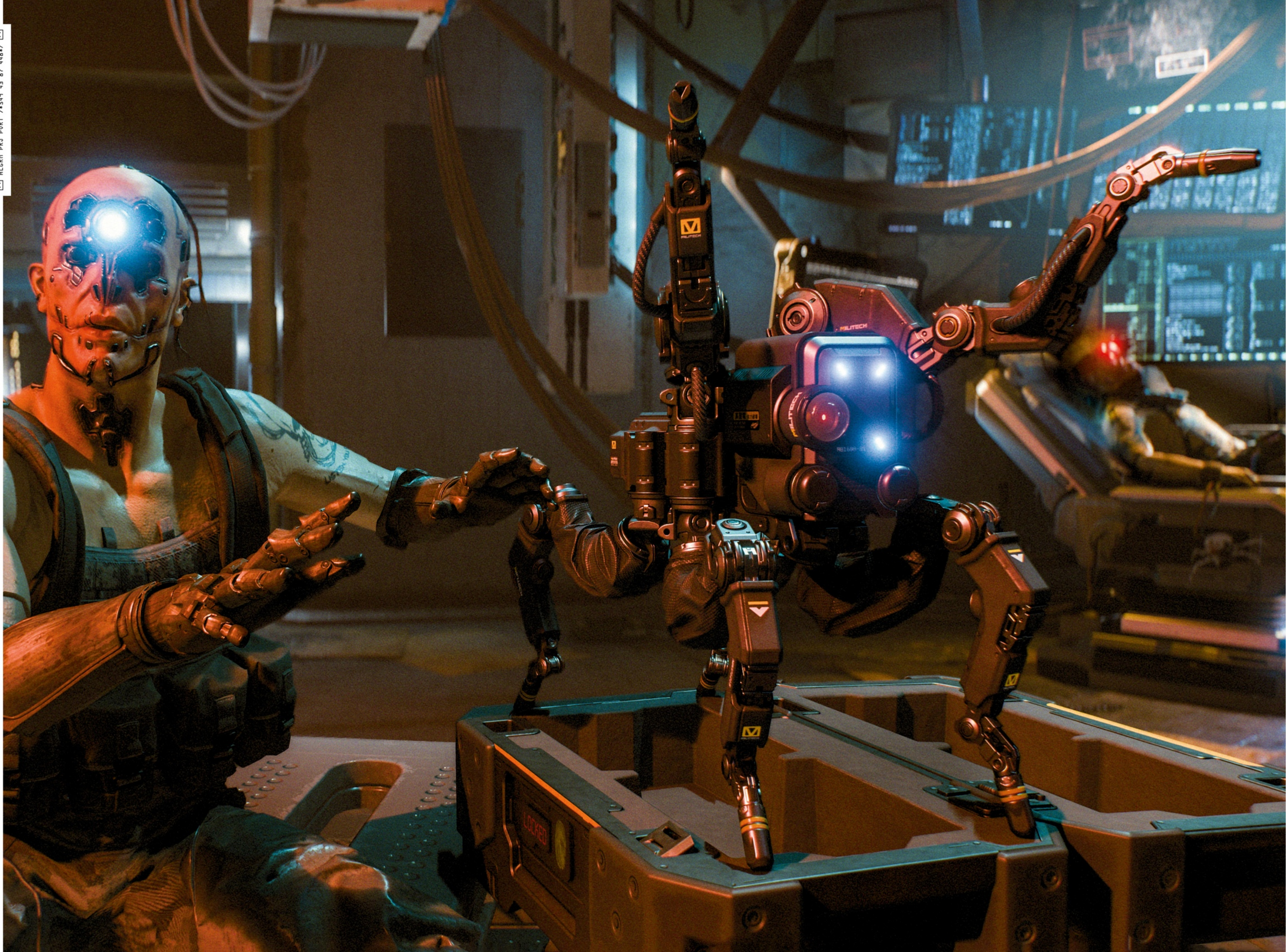
> SMART WEAPONS

"Smart weapons" (or "smart guns") are weapons that employ gyrojet technology to fire caseless guided ammunition. Not many people know that the technology was actually pioneered over a century ago in the 1960s in anticipation of orbital space battles, but was quickly abandoned due to its unreliability. We've come a long way since then, and smart guns now are true cutting-edge instruments of death—precise and efficient. Smart guns connect with their operators through cyberware implants—usually a smart grip—and they use a laser or sonic targeting system to scan their target and predict its movement. Once fired, the gyrojet projectiles can adjust their trajectory to anticipate the target's movements.

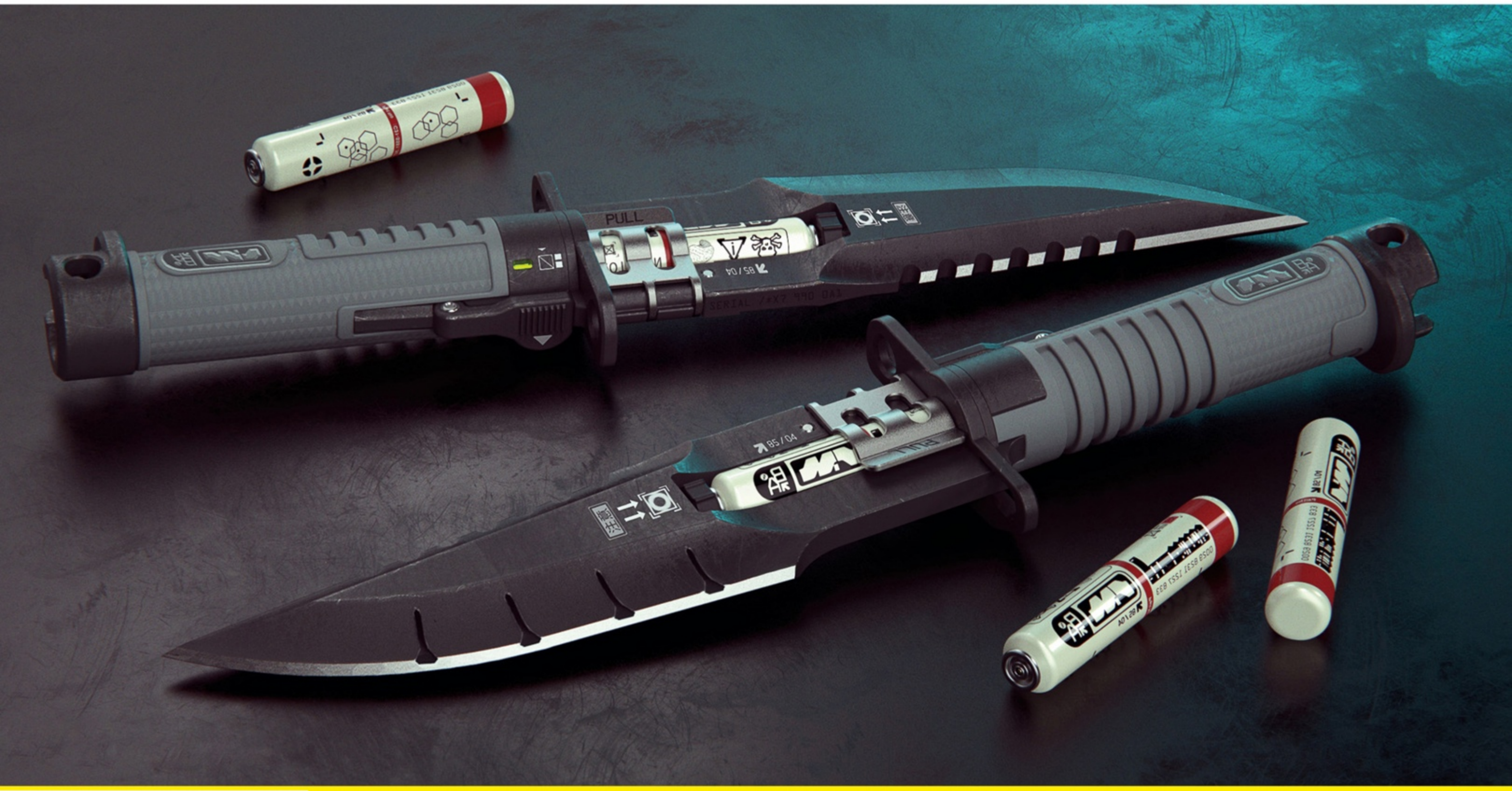
HEAVY MACHINE TURRET



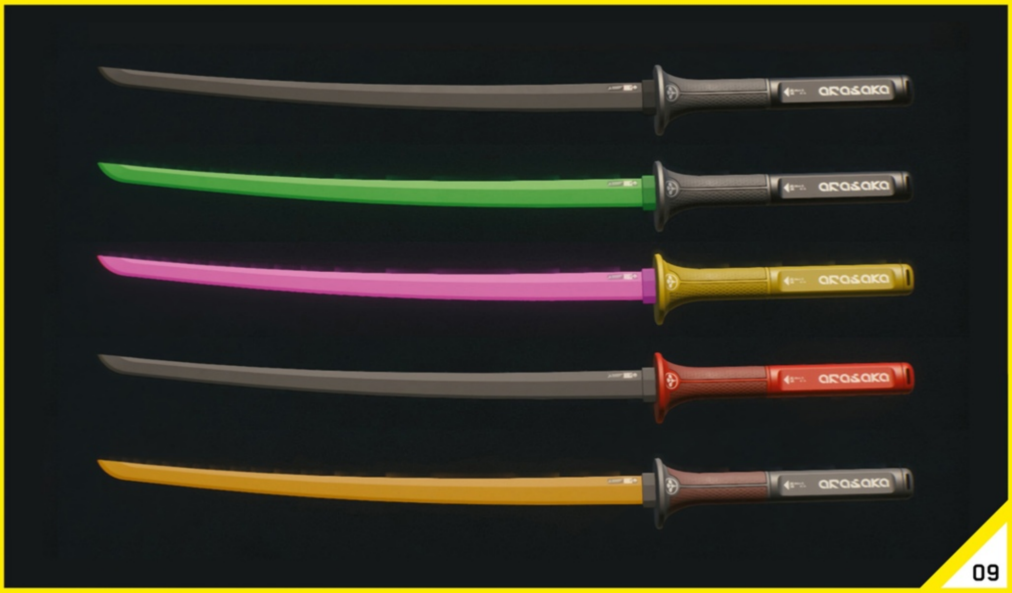
▼ WEAPONS LIKE THIS HEAVY MACHINEGUN ARE TOO LARGE AND IMPRACTICAL TO BE CARRIED WITHOUT VERY SPECIFIC CYBERWARE AUGMENTATIONS. THEY'RE INSTEAD MORE USEFUL AS STATIONARY EMPLACEMENTS OR WHEN ATTACHED TO VEHICLES.



► THE MILITECH MT0D12 FLATHEAD IS A SOPHISTICATED AND POWERFUL PIECE OF HARDWARE CAPABLE OF OPERATING AUTONOMOUSLY OR VIA REMOTE, AND FEATURES DYNAMIC CAMOUFLAGE ARMOR AND ULTRA-SENSITIVE MOTOR IMPULSES. ITS SPIDER-LIKE ANATOMY ENABLES IT TO CRAWL UP WALLS AND ALONG CEILINGS.



▲▶ 09:THIS NEUROTOXIN COMBAT KNIFE WAS DEVELOPED FOR PROTECTION AGAINST DEEP SEA WILDLIFE, BUT IT'S SINCE GAINED POPULARITY AMONG ASSASSINS. THE KATANAS SEEN HERE SERVE AS MUCH AS A FASHION ACCESSORY AS THEY DO A MARTIAL WEAPON.



> MELEE WEAPONS

You could say that melee weapons are obsolete in an age when a single pull of the trigger can unleash a hail of IS-guided rocket-propelled bullets, but ammo is a finite resource and weapons like knives or cudgels don't run out or jam. Knives are also peerless when it comes to dispatching enemies stealthily.

Punks on the streets almost always cart a melee weapon of some sort—after all, even a cheapo polymer one-shot has its price. These weapons—mainly steel pipes, wrenches, screwdrivers, or hammers—are a crude but effective way to kill. Still, they are next to useless against a more prepared cyber-augmented or armored foe.

If you value style as well as substance, you'll probably be interested in something more elegant—like a katana or monoknife in an exotic tanto style. Then you can upgrade it with some exotic attachments, like a neurotoxin coating

12 GAUGE RAIL
19xFLECHETTE
LOAD
RC0102 BM200636

TECH AMMO

or an EMP discharger, if you wish. The most expensive melee weapons are cyberware modifications that range from simple reinforced knuckles to sophisticated and deadly nanowire and mantis blades.

> ATTACHMENTS AND AMMUNITION

Once you've picked your weapon of choice, you can personalize it with modifications, add the most advanced attachments, and load it with the ammo best suited for the task.

Attachments—like optics, sights, suppressors, front grips, or even grenade launchers—can be installed on different firearms in modular slots. Almost every gun has a few of them.

Ammunition choice is a whole different thing. As is often the case with the weapon itself, the secret is to choose the right tool for the job. You feeling threatened because some crazy cyberfreak from your neighborhood is walking your way with his mantis blades ready? Punch him with a few well-placed EMP rounds and watch his cybernetics fail. Those gangers won't be so eager to rob you when you set one of them on fire with incendiary rounds or cover another with ballistic acid.

So, are you interested in anything in particular? ☒

ADVERTISEMENT LINK
↗ SERIAL/ LID-5H8J-56LK-0LK9 /

Travel from Chicago
to Night City
in under three hours.

Worry-free.

Nightcorp is the leader in providing top-tier investment opportunities. Current conceptual engineering efforts have been completed and the construction is expected to be finalized at the end of April 2078, with first connections are planned to be fully operational at the beginning of Q4 2078.

02 57 12
KEEP YOUR WEAPONS ON SAFE
NIGHTCORP

VEHICLES

EDITOR'S NOTE

We acknowledge that transportation is a vast field of technology in its own right, so for the purposes of this recap we've limited the discussion to ground vehicles, aerodynes, and drones. We hope to present you with other articles on water vehicles, airplanes, and Assisted Combat Personnel Armor in the months to follow. Stay tuned!

We would like to thank our consultant—Mitch from the Aldecaldos family—for his invaluable aid in the creation of this material. He didn't agree to an interview, but he was a real gas-powered fountain of information, and his comments proved to be an invaluable source of information on the topic.

The automotive and aviation industry of 2077 is booming. From all kinds of cars and trucks, to aerial vehicles like planes and helicopters, to speedboats, to drones, the range of vehicles is so broad that everyone can find something to suit their tastes, assuming that they can afford (or steal) it.

The industry was temporarily stalled by global recession and fuel shortages, but is gaining momentum again as new technologies are developed and implemented by automotive companies. Aerodynes are becoming more and more popular, but are still expensive to produce and operate when compared to other means of transport. Nevertheless, their growing numbers have had an impact on city planning and layout, which is constantly adapting to ever-increasing air traffic.

Outside of urban areas, on the wide open roads of America, cars have become a vital part of the Nomad culture. Not only are automobiles a means of transportation for entire families and tribes of the Seven Nations, but a symbol of their independence.

—MITCH, 2077

A HISTORY OF VEHICLES AFTER THE FOURTH CORPORATE WAR

THE FIRST DECADES AFTER THE FOURTH Corporate War weren't very kind to the vehicle industry. In the late '20s and '30s, fuel shortages caused by global crises, the destruction of refinery infrastructure, and crop blight caused by bioengineered combat viruses grounded a significant percentage of more advanced vehicles. This mainly affected publicly and privately used aerodynes, which are fueled by an intermediate (and more complex to manufacture) version of CHOOH2. The same fuel was simultaneously in demand for civilian and military aircraft, so in some parts of the world AVs were almost completely absent from the skies for almost twenty years.

The petroleum industry's lack of stability over the following years resulted in the invention of numerous unique hybrid systems. Various biofueled, hydrogen-operated, and electric motors were researched in this period, but none proved to be an ultimate substitution. Fossil-based fuels also made a comeback in some parts of the world as the extraction of oil and methane became profitable once again.

A major breakthrough in electrically powered ground vehicles occurred in Europe in the year 2041 with the development of so-called "induction wheels." This groundbreaking tech amplified the charging rate of electric engines, making them almost completely self-powering. Now, most cars operating within the limits of larger European cities use induction-wheel technology.

In America, after years of research, Biotechnica scientists developed a new strain of *Triticum vulgaris megasuavis* that was immune to a crop-eating biovirus. This achievement boosted the country's economy and allowed vehicle production to resume without costly reconfiguration to other technical solutions. The automotive industry began to recover after years of stagnation, and was soon moving rapidly forward. A new era had begun.

Auto manufacturers began to develop new models of aerodynes in response to decreasing CHOOH2 prices and worsening street traffic. Today AV technology is quite popular, although in private hands it's a sign of luxury reserved mostly for corporates and upper-class citizens. AVs are used on a larger scale by police, military, and corporate forces and by transport companies. Transportation of goods within the city has shifted into aviation routes, which helps to decongest overcrowded street traffic. ☒

CHOOH2

The fossil fuel crisis of the late 1980s necessitated the search for alternative combustible fuel sources. A major breakthrough occurred in 1993, when Biotechnica developed CHOOH2, a synthetic alcohol that became the world's standard combustible fuel for the next thirty years. CHOOH2 is a synthetic, modified grain-based alcohol, made of a genetically created high-sugar wheat called *Triticum vulgaris megasuavis*. In the 1990s, Biotechnica was a relatively small corporation that couldn't farm its wheat in quantities large enough to make the new fuel profitable, so it licensed the rights to its formula to several petrochemical companies—the largest two being Petrochem Betterlife and SovOil. CHOOH2 burns much cleaner than gasoline and diesel, but the fuel itself is toxic. Like some other alcohols, metabolites in CHOOH2 can cause poisoning, blindness, and death at higher doses.

The shift from petrofuels to CHOOH2 primarily occurred between 2010 and 2020. During the Fourth Corporate War, between 2023 and 2025, huge swaths of *Triticum vulgaris megasuavis* crops were attacked and destroyed by a bioengineered virus, resulting in the worst fuel crisis of this century.

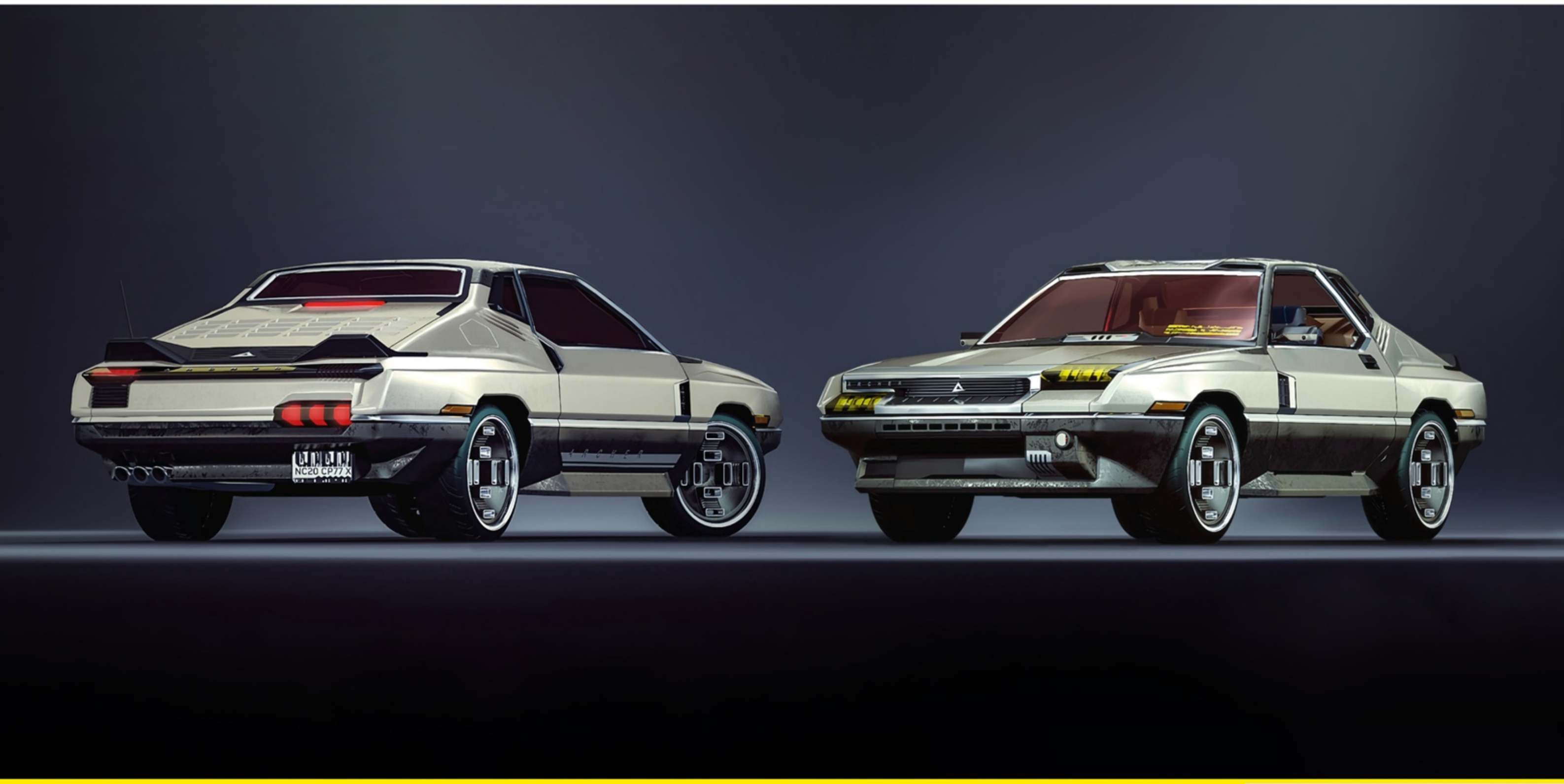
SID AND CAR THEFT

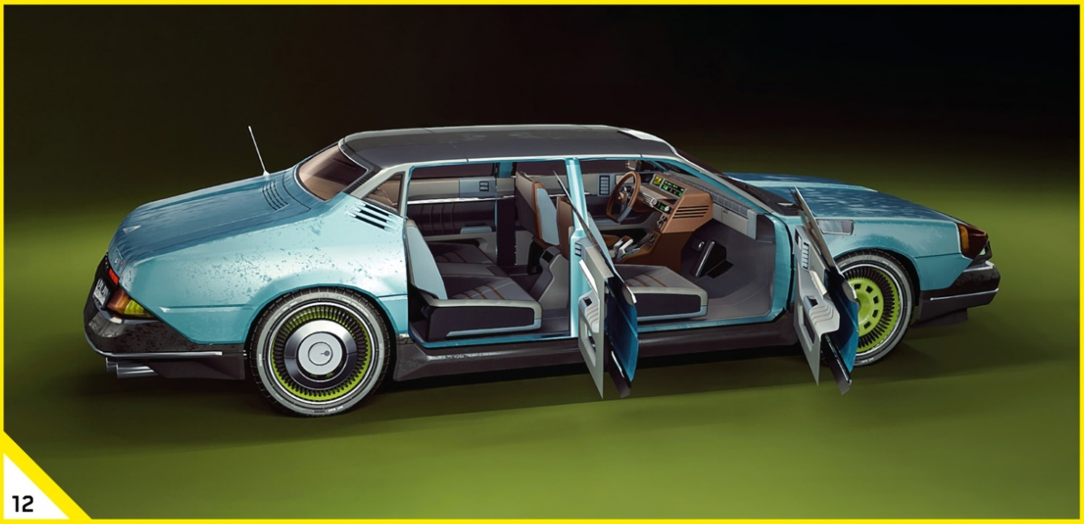
▼ 10: DESPITE A MYRIAD OF MODERN SECURITY FEATURES, MORE THAN ONE HUNDRED CARS ARE STOLEN EACH HOUR IN NIGHT CITY.

MOST ELECTRONIC DEVICES WITH LOW-level security systems, including phones, smart guns, laptops, cars, doors, or hotel rooms, are accessed via chip technology called SID (subcutaneous identification device), often referred to as "Seed." Introduced by Arasaka as an identification chip for corporate workers, it quickly became the global security standard. A SID itself is a small circuit board mounted on the first (thumb) metacarpal bone of the dominant hand.

Despite the continued development of security software, auto theft is still a common problem in certain parts of the city. Hacking a car is relatively easy for those with access to a personal link and specialized illegal hacking programs. Every modern vehicle is equipped with an access port next to the fuel intake, and even older car models have been converted to this standard so that they can function within the computerized vehicle recognition and traffic coordination systems of modern cities. Accessing that port and connecting to it through a personal link can allow a thief to open, break, or install malware on the vehicle's computers. Please remember to update your vehicle security program with its latest version. ☒

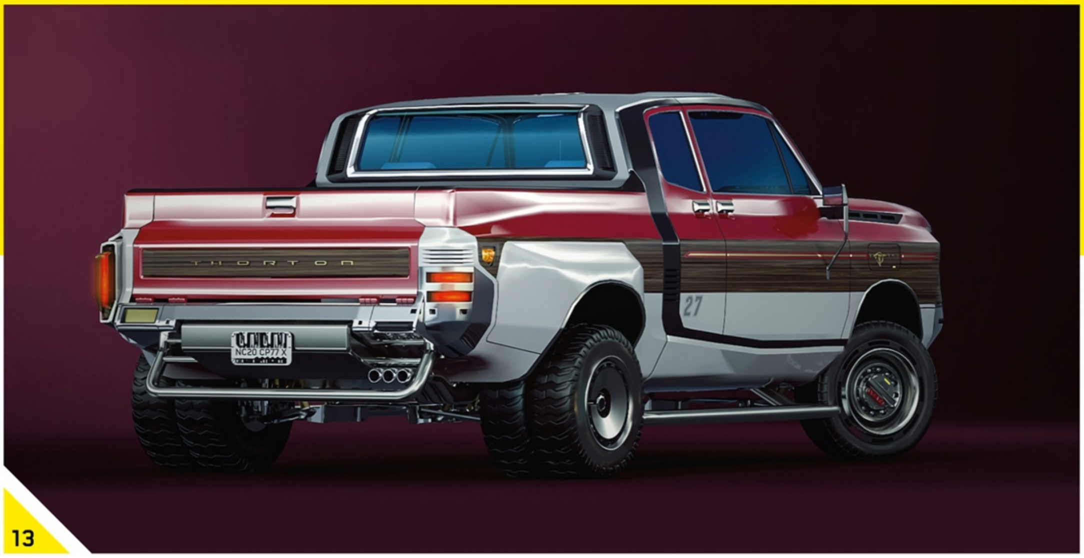
► 11: THE PASSENGER COMPARTMENTS OF MOST MODERN AUTOMOBILES ARE DESIGNED FOR DRIVER EFFICIENCY AND RIDER COMFORT. EVEN BASIC MODELS ENABLE THE DRIVER TO CUSTOMIZE NEARLY EVERY ELEMENT OF THE DRIVING EXPERIENCE.


ARCHER
NC20 CP77 X


HLGRM PRJ PORT /*007 50 54 610*/

12

◄▲ 12: FANS OF "KITSCH" FASHION SEEM TO BE DRAWN TO ARCHER'S STYLE OF AUTOMOTIVE DESIGN, WHICH FEATURES GEOMETRIC LINES AND BOXY PROPORTIONS.


HLGRM PRJ PORT /*762 77 26 006*/
THORTON
27
NC20 CP77 X

13

◄ 13: IN ADDITION TO PASSENGER VEHICLES, THORNTON IS RECOGNIZED FOR THEIR WIDE RANGE OF UTILITY MODELS, INCLUDING PICKUP TRUCKS AND WAGONS.

VEHICLE MANUFACTURERS

WHEN IT COMES TO GROUND VEHICLES, A potential owner definitely has a lot to choose from in terms of brand, class, and model.

The oldest functioning vehicles in Night City were produced between 2020 and 2050. They're often spotted on the streets of poorer districts and among Nomad clans.

Newer economy cars are primarily produced by Asia-based companies. The two most common brands on the American market are the Indian Mahir Motors and the Japanese Makigai. These two manufacturers have worked hard over the last fifty years to become synonymous with reasonable prices and efficient mass production, but they are better known for their vehicles' lack of durability and quality.

While Makigai fills the niche for cheap, compact passenger cars, Mahir Motors is known for their vans. The Indian company entered the market during the crises of the '20s and '30s with a marketing campaign promising "affordable, high-tech, economy-class vehicles." Despite their strange, pretentious naming convention based on "sophisticated" made-up words like Eraz, Iridon, Futrix, or Supron, their cars proved to be surprisingly popular among the lower class of citizens.

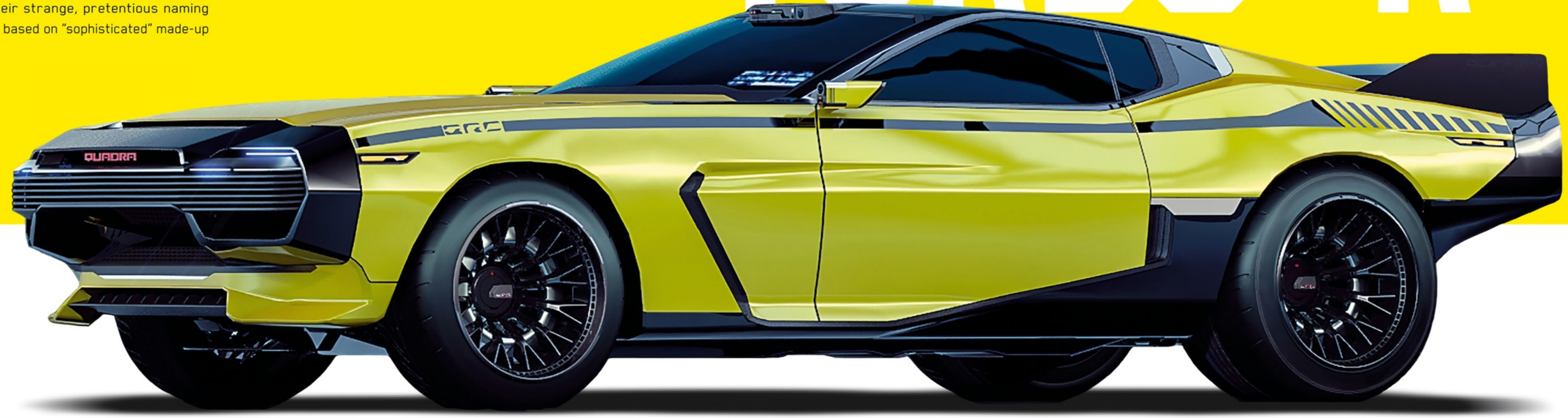
American manufacturer Thorton and Chinese manufacturer Archer are known for their midclass passenger cars, most of which were first released between 2020 and 2050. Those two companies competed for years, resulting in some astoundingly well-designed and robust models that are still sought after by Nomads for their durability. The Japanese company Mizutani stayed out of this rivalry, focusing their production on sport models.

It's not surprising that the medium tier on the American market is dominated by domestic manufacturers. Villefort builds good-quality, full-size cars that are popular among wealthier citizens and lower-ranked corporate officials. Villefort's model names are derived from famous explorers and conquerors like Cortés, Narváez, or Alvarado, and were subject to criticism after competitors drew attention to the fact that almost every one of those historical figures had committed atrocities. That controversy only resulted in increased sales of their products. Chevillon is known for their neomilitaristic style and their model names inspired by the Roman empire. Their vehicles are widely used by police and corporate security forces. Another company, Quadra, excels at designing and building muscle cars, like the Type-66 or their most iconic design, the Turbo-R.

Top-tier luxury cars are the domain of European manufacturers. Companies like Spain's Herrera and Great Britain's Rayfield are known for their superb-quality sports cars and custom-made luxury limousines, designed with both comfort and speed in mind. Most models also utilize bleeding-edge technologies such as CrystalDome, which projects an external view inside a fully enclosed windowless body, providing absolute protection and privacy for the passengers. Rayfield recently diversified their offerings with the debut of their first luxury-model AV, the Excalibur, in 2076.

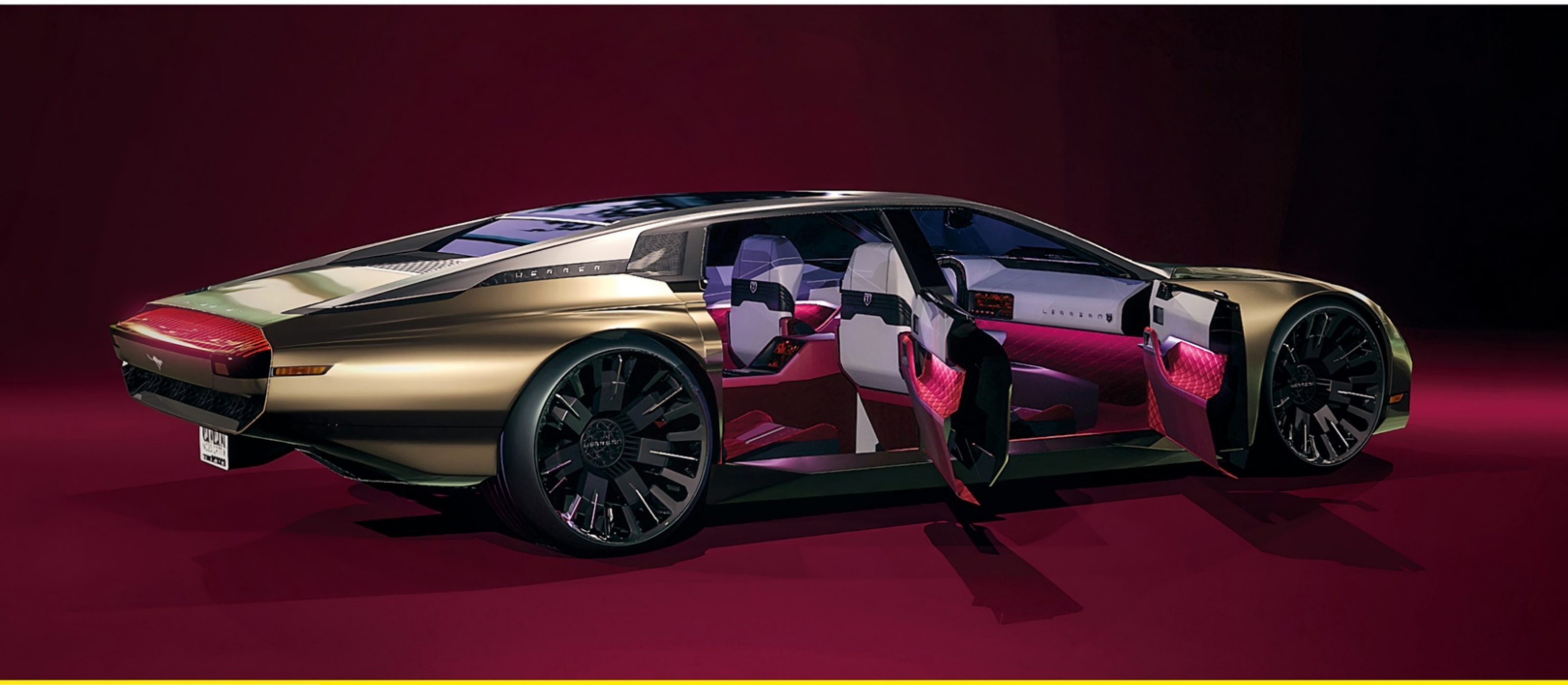
For those with a more modest budget who still feel the need for speed but prefer not to get stuck in street traffic, a motorbike is the

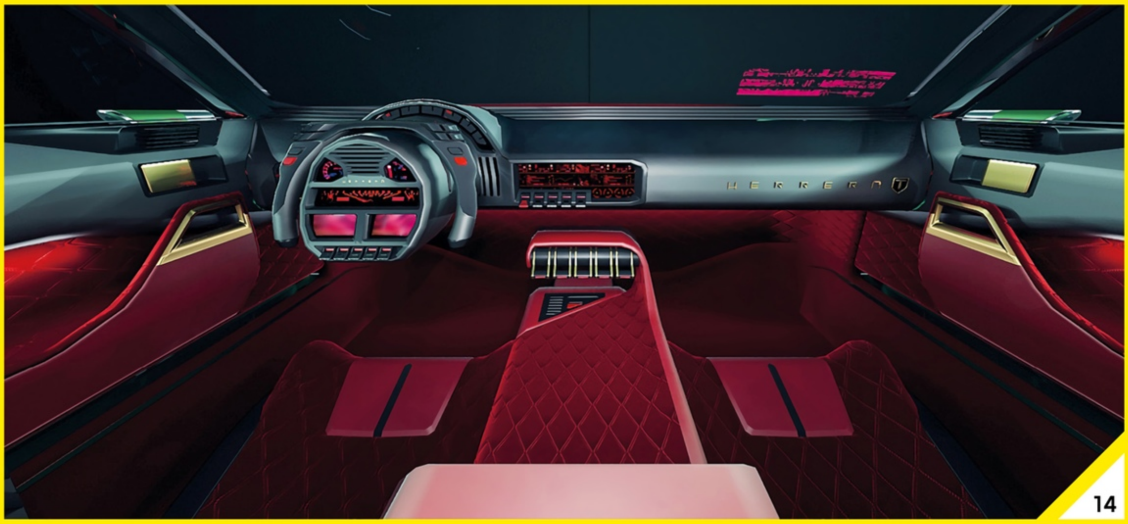
QUADRA TURBO-R



QUADRA TURBO-R

The Quadra Turbo-R was introduced as America's response to Japanese sports car manufacturers. It was designed and manufactured in Detroit—the cradle of the American motor industry. With its powerful 740 hp turbocharged V8 engine, it instantly became a star in the tuner scene when it was released in the mid-'50s, despite its universally criticized suspension. The next version, introduced in 2058—named the Turbo-R V-tech—featured an improved exhaust system and suspension, quickly earning it the status of cult muscle car. The most recent version, introduced in 2069, never managed to surpass the legendary Quadra Turbo-R '58 in the eyes of drivers.





▲▶ **14: HERRERA DESIGNS AND PRODUCES GLAMOROUS AUTOS FOR CUSTOMERS WITH A FLAIR FOR THE EXOTIC. IN ADDITION TO RECORD-SETTING PERFORMANCE, THEY ALSO OFFER UNPARALLELED COMFORT.**

HLGRM PRJ PORT /*356 63 34 936*/

perfect solution. Yaiba specializes in sport models that are named after legendary weapons from Japanese mythology, and are especially popular among street-racing biker gangs. Brennan Cycles offers a more traditional approach, and are known for their cruisers and choppers. Those types of bikes are more practical for longer trips between cities, since they perform better on the often poorly maintained county highways and interstate roads.

Military ground vehicles are dominated by two rival megacorporations: Militech and Arasaka. Both companies are leading manufacturers and exporters of tanks, APCs, and LTVs for government and corporate forces. During the American turmoil over the past half century, some of those vehicles were stripped of their security systems and found their way into the hands of Nomad clans.

Military AVs and drones fall under a separate category. Despite Militech's recent efforts to enter this market with their own security drone models, the Zetatech corporation remains the indisputable leader in AV and UAV production, and is the chief pioneer in advanced avionic technologies.

This article is by no means meant to exhaust this broad subject, but is intended to give unfamiliar readers and aspiring motorheads an overview of the vehicle classes, leading manufacturers, and latest trends in the automotive and aviation industries. For further information please visit each manufacturer's respective net address. ☒

[TOP TIER]

HERRERA

RAYFIELD

[MIDTIER]

THORTON

ARCHER

MIZUTANI

VILLEFORT

CHEVILLON

QUADRA

[LOW TIER]

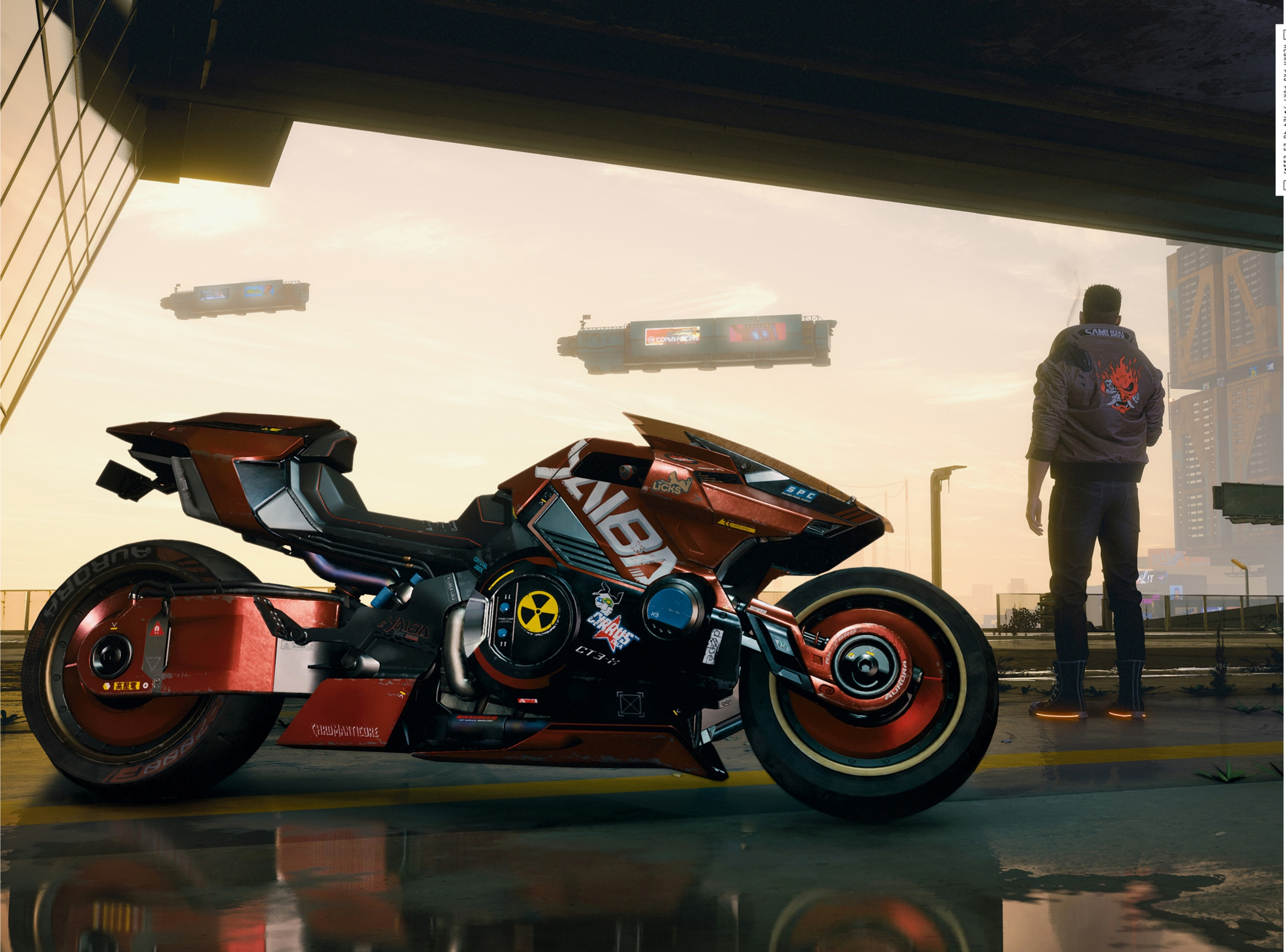
MAHIR
MOTORS

MAKIGAI

[MOTORBIKES]

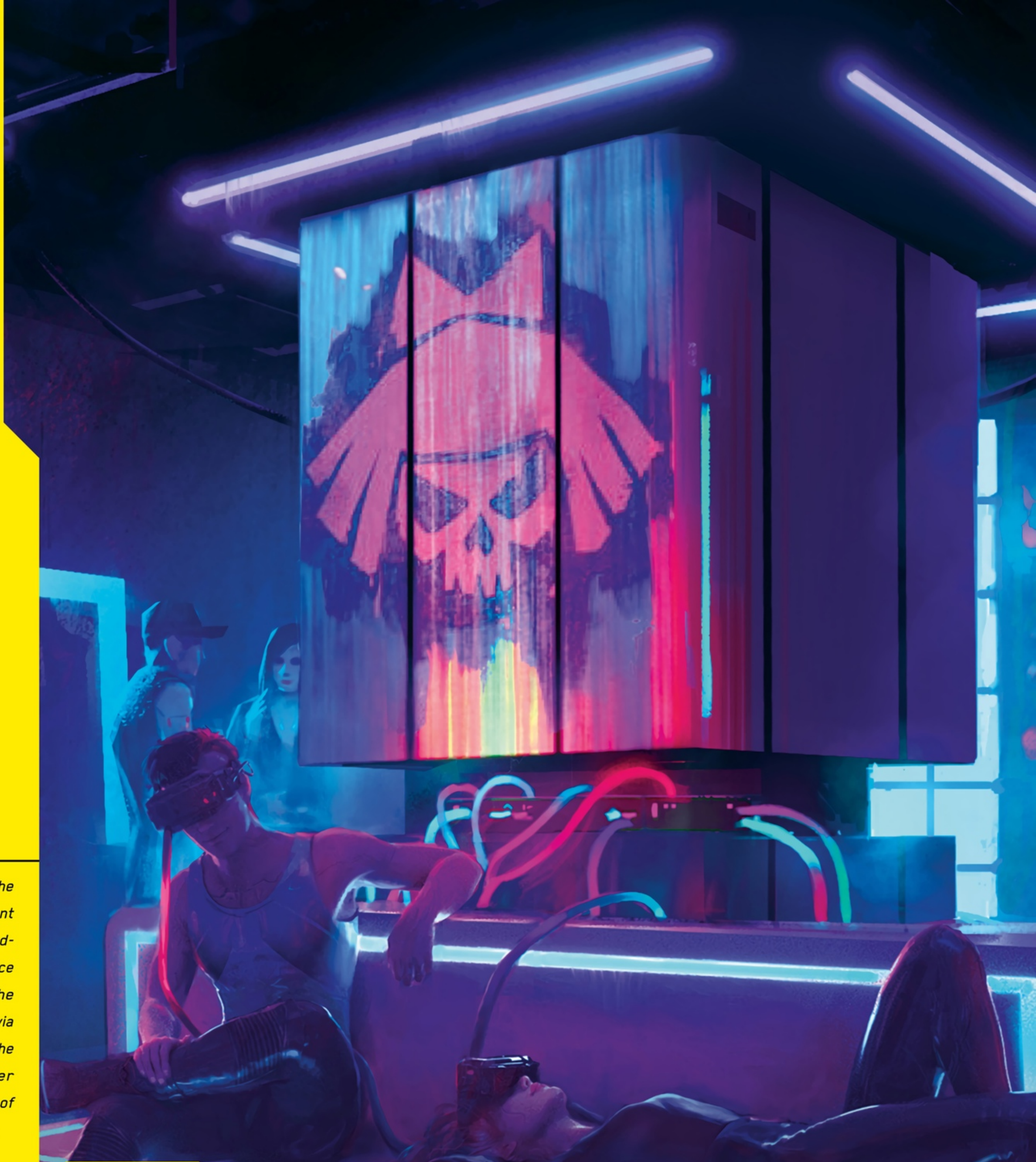
YAIBA

BRENNAN


SAMURAI
YAIBA
LICKS
SPC
AURORA
CHROMANTICORE
CT3-X

◄ YAIBA MOTORCYCLES ARE SLEEK AND SPORTY, ALLOWING RIDERS TO CUT THROUGH BUSTLING NIGHT CITY TRAFFIC LIKE THE WEAPONS AFTER WHICH THEY'RE NAMED.

BRAINDANCE



EDITOR'S NOTE

Braindance is undeniably the most popular entertainment of our time. Digital recordings of a person's experience streamed directly into the neural system of a viewer via special augmentation are the television and computer games of the second half of the twenty-first century.

Insidiously, the secret of BD's popularity is not in its visual or audio components. Braindance allows viewers to experience everything that the recorder felt or perceived—emotions, sensations, thoughts, memories, the tension of their muscles. Not a single sensation is lost. During the BD session you are someone else. The experience is unforgettable. Our expert, Judy, agreed to give us an in-depth look at the subject.

You know the history of braindance, don't you? Invented in the first decade of our century by some genius student from the University of California at Santa Cruz, BD was quickly applied as a cutting-edge aversion programming technique for convicted criminals. A short time later it found use as a military simulator, and then as a tool in psychological therapy. Of course it still has use in the capacities for which it was originally developed, but none of those applications is as widespread or profitable as entertainment. Since the development of the newest generation of recording and editing technologies, Braindance is now everywhere. From the pinnacles of society to the lowliest street hoodlums—everyone wants to enjoy the vivid, colorful dreams that BD offers its users.

—JUDY, 2077

CONSUMING BRAINDANCE

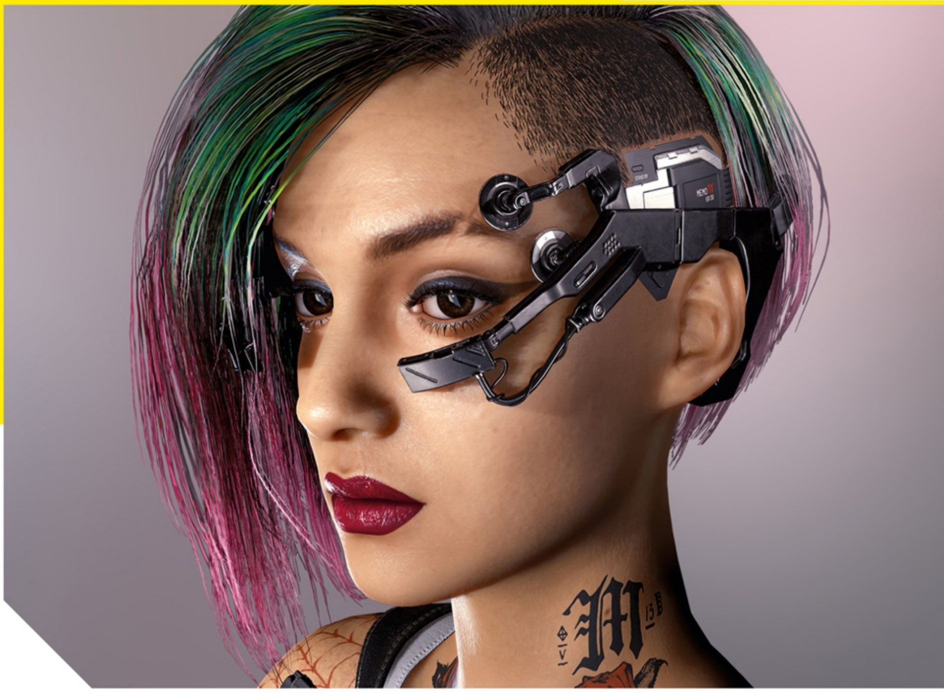
> HOME SESSIONS AND FEEDERS

You'll need a few pieces of equipment before you can experience braindance and replay BD data. First you need a wreath—that's the street-slang term for a BD headset. They come in wired or wireless varieties, and they all need a base station to operate—like a "feeder," or home entertainment device. In addition to processing braindance data and streaming it to the wreath, a feeder has the advantage of also monitoring your vital functions and sustaining your organism during days-long sessions so you won't die from dehydration or starvation. It would take much longer anyway, and some neighbor might be alerted by the feeder signal if you're lucky. All you need to do is put the headset on your head and plug a BD data disk into your personal port, and you're ready to go.

When you activate the wreath, strong stroboscopic flashes force your mind into a catatonic, trance-like state—almost like a shallow sleep. In most cases this is a voluntary act. No one can force braindance on a conscious person; cooperation of a willing subject is required to properly experience a BD session. Penal braindance is an exception, since it is mostly administered to drugged convicts—and due to the procedure's less subtle execution, the session is fully perceived by even unwilling users. The emotions depicted are brutal and horrifying, but I know some people that are willing to pay a lot of money to obtain a recording of such experiences—some of whom might still be left wanting more.

You can try to experience BD without entering the trance, but streaming will quickly overload the frontal cortex if your brain is not forced into a receptive state. That would cause disorientation, confusion, and a rather harsh session. Prolonged use of braindance in such a way can even result in minor brain damage, but some street junkies still prefer to "play it rough." I have also heard about some illegal government or corporate penitentiary programs where BD is forced on subjects without putting them into a trance.

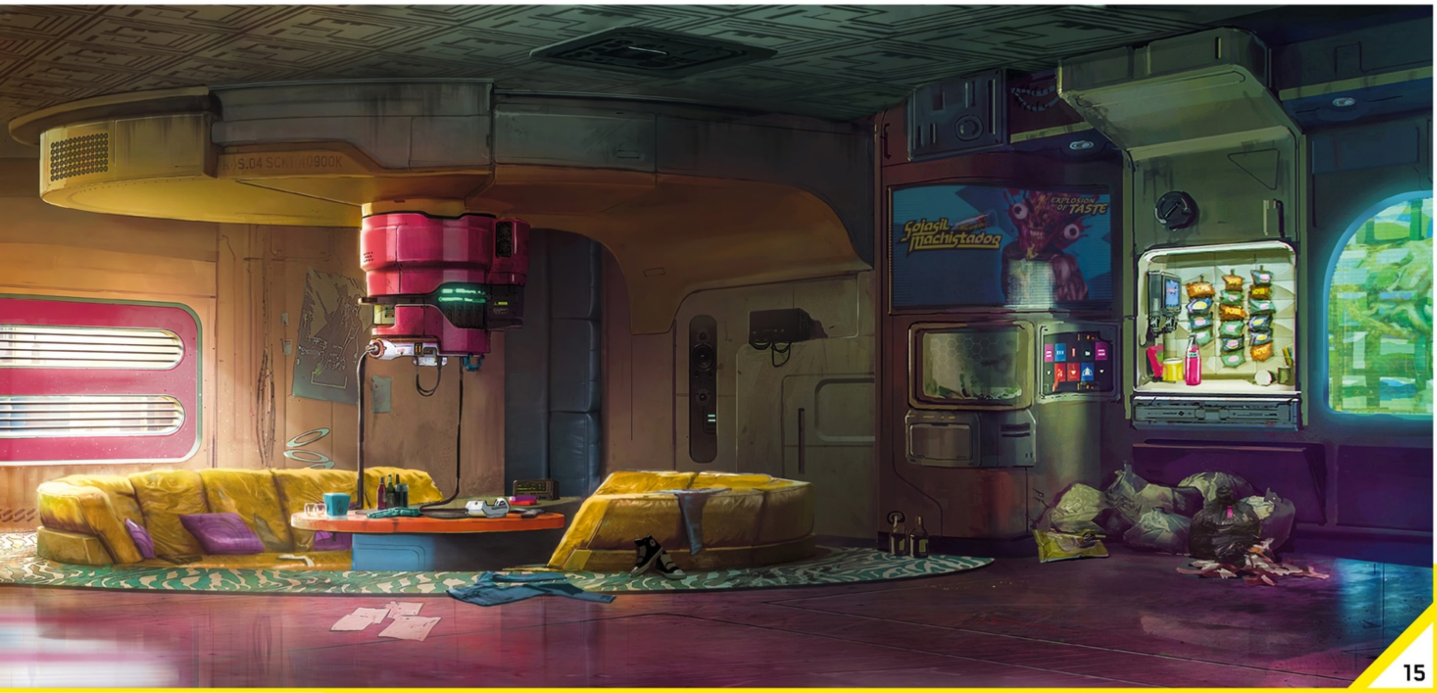
BRAIN-DANCE WREATH



BRAINDANCE TYPE: RELIGIOUS

Religious braindance is the perfect way to experience religious ecstasy, regardless of the dogma of your specific faith. Using braindance in association with religious worship is becoming an increasingly popular practice. Christian sects have re-created the torture and crucifixion of Christ so that their members can experience Jesus's suffering firsthand. Conversely, Buddhists are hard at work attempting to recreate the state of nirvana.

Braindancevangelists have been known to exploit religious BD to put the naive faithful in direct contact with the "Lord" (and their church's bank account). These types of confidence tricks are illegal almost everywhere, but they're unfortunately not uncommon.



15

▲ 15:BRAINDANCE ARCADES CATER TO CUSTOMERS OF EVERY BUDGET—WITH LOCATIONS RANGING FROM ULTRA-EXCLUSIVE HIGH-END CLUBS, TO MORE MODEST PARLORS LIKE THE ONE SEEN HERE.

You can experience braindance alone or in a group with sessions designed for interaction with multiple participants. Some high-budget productions can afford to produce scenes with multiple actors interacting at the same time, but BD is more commonly for just one or two viewers because each additional participant greatly reduces the overall level of detail in an interaction. The technology is constantly developing, and major studios and producers are working on ever larger productions with even greater performance and profundity than those already available.

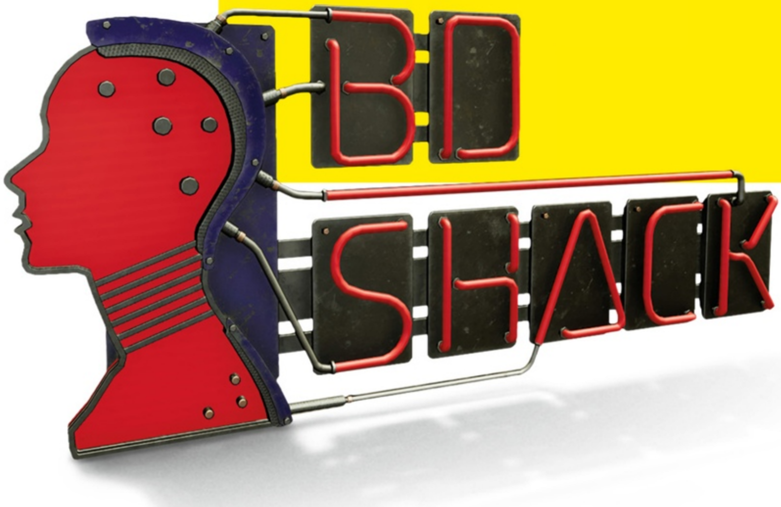
> ARCADES

If your feeder subscription has expired, or you can't afford your own playback device with high fidelity or multiuser setups, or you just want to hang with like-minded geeks, you can always visit a braindance arcade. These places have tons of BD tapes that you can rent as long as you have a bit of money.

Some arcades specialize in specific braindance genres—the perfect place to go and meet other BD fans and discuss the newest productions. And before you ask, yes, there are also arcades that offer the hardcore illegal BD stuff, but I don't want to have anything to do with them. If you're interested in snuff braindance, just get the fuck out of my shop.

> PORTABLE BD STATIONS

Yes, you can also use a portable BD rig, but they have their drawbacks—especially the older or cheaper versions. Their processors are usually not as efficient as those in stationary devices; therefore sessions may not feel as smooth, nor emotions and sensations as sharp and vivid. Using BD outside of a "safe zone" such as your house or the arcade room is always risky. You tend not to be aware of your surroundings when you're in the trance, so enjoying BD in the open is asking for trouble. As for "playing it rough" without passing out . . . I'm sure that I've mentioned the consequences. Most BD junkies who use cheap portable braindance units are slowly turning themselves into turnips. ☒



RECORDING BRAINDANCE

[065]

HIGHLY ADDICTIVE. OVERUSE MAY TRIGGER SEVERE NEUROLOGICAL DAMAGE AND LOSS OF IDENTITY
WARNING
RECOMMENDED TO TAKE BREAKS EVERY 10 MINUTES
6918A
AT86 DA34
EXTRA LONG
THE CITY OF SIN
GOMORRAH

BRAINDANCE CARTRIDGES

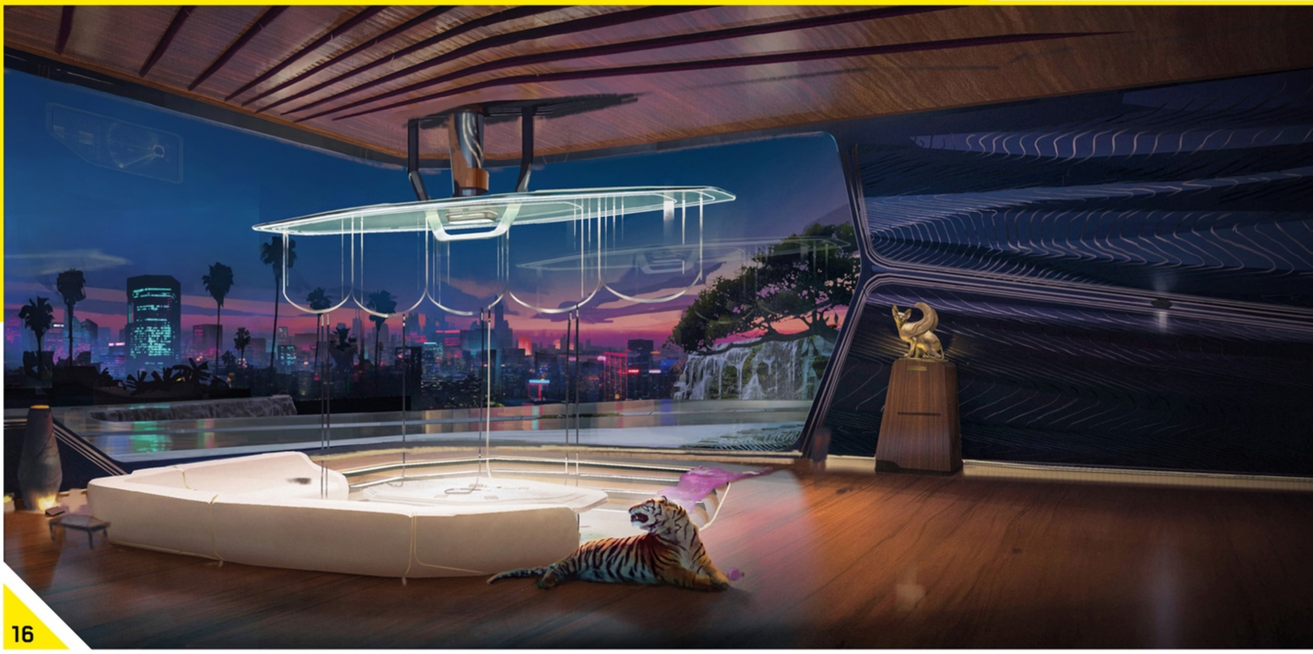
BRAINDANCE RECORDING TECHNOLOGY IS based on electromagnetic sensors that read the brain activity of a user. The signal is then converted from analog to digital and stored in the Net or on a data-carrying device like a chip or disk before editing.

It's worth mentioning that to obtain quality data, recording devices should be calibrated to the person being recorded. Calibration can take up to several weeks and requires the full cooperation of the individual. Lack of basic training and cooperation will mostly result in junk data, unusable in the editing process. That's the reason why it's almost impossible to use BD technology as a lie detector or to solve criminal cases by using it to record a suspect's thoughts. Braindance recordings are inadmissible as evidence in most courts of law. ☒

BRAINDANCE TYPE: CLUB

Some clubs use braindance records to broadcast emotions among clubbers during concerts and live DJ shows. Users' moods are rapidly and artificially altered to synchronize with the music's tempo or to match the tone of a certain song.

▼ 16: A HOME BRAINDANCE RIG CAN SERVE AS THE FOCAL POINT FOR AN ENTIRE LIVING SPACE. IN MANY HIGH-END LOFTS, IT'S TREATED AS A MODERN HEARTH.



EDITING

BRAINDANCE TYPE:
SEX

Sex braindance is a broad category that ranges from "marital aids" for traditional couples to kinky sex BD offered in cathouses and massage parlors. These productions allow for sexual partners to experience each other's sensations in real time. Specialized software is often used to prevent the transmission of unwanted thoughts, but some users insist on "unprotected" braindance intercourse.

RAW RECORDINGS SHOULD NEVER BE used in braindance. They have too many scraps of memories, stranded thoughts, and faint emotions to be comprehensible or pleasant for most users. Due to the differences in physiology between the recorder and the viewer, material is perceived as muddy and unclear at best, and replaying it could result in dizziness and nausea. Refining the data requires extensive editing on professional braindance studio equipment. A computer with significant processing power, a calibrated dev headset, a navigation glove, and a dedicated Intelligent Systems should be enough for that, but it could still take a while. A single scene lasting just a few minutes might be performed, recorded, and replayed a dozen times or more.

An editor is responsible for the whole process, usually with the help of an IS. The first goal is to remove any subconscious thoughts and feelings from the scene, leaving only clear emotions and the pure essence of the recording. Thoughts are generally very disturbing for average commercial users, and we're always striving to erase them from end-user content.

During the next step of the editing process the material can be mixed with other feelings or sensations to adjust the emotional tone of the scene. Remixing requires a lot of experience and skill to make it feel natural, but the tremendously complicated process is made manageable through the use of IS to do most of the menial work for us. Without IS, completing edits in a reasonable time frame would be almost impossible. Using a "spectator"—another person to experience edited braindance to better monitor the emotional content—can expedite the process and make the final product more immersive and realistic.

Editing is an exhausting process for the editor. Most of us stay in the business for ten to fifteen years at most. The burnout rate is very high, which is why most of the big companies have been replacing human editors with expensive Intelligent Systems in the last few years. ☒

▼ AN EDITING GLOVE LIKE THIS ONE CAN OFFER FULL CONTROL WITH PRECISE HAPTIC FEEDBACK, AND IT'S AN ESSENTIAL TOOL IN THE EDITORIAL PROCESS.

MILITECH
50 SERIES ION
50 SERIES ION
MILITEC
MILITEC
MILITEC
MILITEC
CAUTI
CAUTI
CAUTI

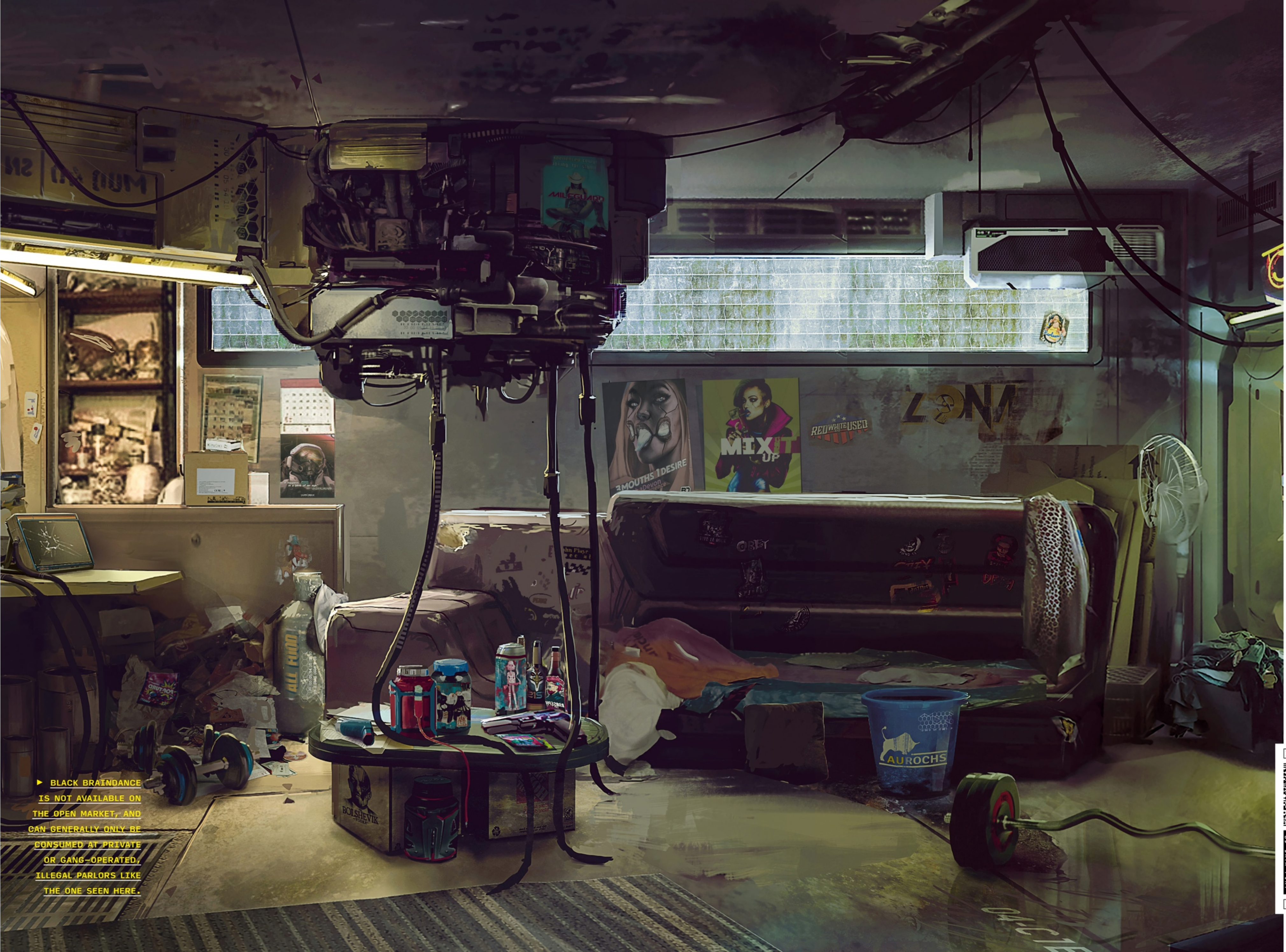
EDITING GLOVE

3D
BRAINDANCE
CARTRIDGE
3 MOUTHS
1 DESIRE
Sasha
Devon
experience

ADVERTISEMENT LINK
↗ SERIAL/ 4KI-DYT7-R4E3-JKL9 /

THE ULTIMATE
SEXPLOITIVE
EXPERIENCE
3D
BRAINDANCE
CARTRIDGE
WET
DREAM
BE THE DREAM OR THE DREAMER

ADVERTISEMENT LINK
↗ SERIAL/ 01P-2E37-WIL1-DS21 /

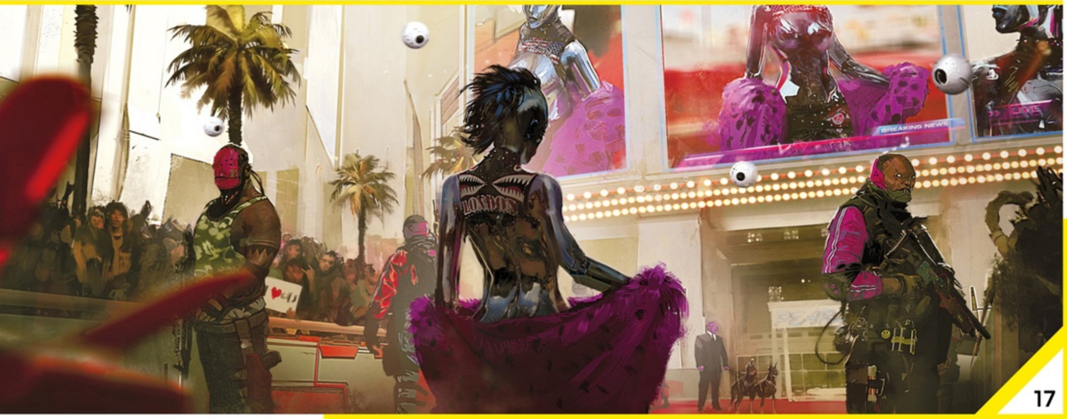


► BLACK BRAINDANCE IS NOT AVAILABLE ON THE OPEN MARKET, AND CAN GENERALLY ONLY BE CONSUMED AT PRIVATE OR GANG-OPERATED, ILLEGAL PARLORS LIKE THE ONE SEEN HERE.

BRAINDANCE TYPE: BLACK

Black braindance refers to BD recordings of criminal activity—often extremely violent, psychotically sexual, or both. Their editorial quality is very low, so they contain the brutal emotions and raw thoughts of a criminal or victim. Experiencing content like this can be very dangerous. There are very few barriers installed between the minds of the original recorder and the end user, and users can suffer significant psychological damage as a result. Nevertheless, black braindance remains very popular among certain curious consumers and is a reliable stream of revenue for various criminal organizations.

CELEBRITIES AND BRAINDANCERS


17

▼ 17: A BRAINDANCE STAR STEPS OUT ON THE RED CARPET AT THE WORLD PREMIERE OF HER LATEST RECORDING.

DID YOU KNOW THAT IN THE FIRST BRAINdances it was almost impossible to encounter a situation where you could see yourself in a mirror? This was partly because old BD recorders were bulky head-worn contraptions, so actors avoided reflective surfaces. It was also because—at this level of immersion—seeing someone other than yourself in a mirror would cause extreme emotional distress, even anxiety attacks. Users were simply not accustomed to that. It's like in the early days of cinema, when people panicked while watching those old black-and-white movies of a steam train rolling toward them. No, I am not shitting you.

Nevertheless, with improvements in the field of BD technology and increased acceptance of the medium, people grew more accustomed to the idea of seeing a different face when they looked in the mirror. In 2077 recording devices are the size of a pair of glasses, or even implanted using cortex neuralware to record and store data. It's like recording with your cybereyes alone, and so the first generation of celebrity braindancers were born.

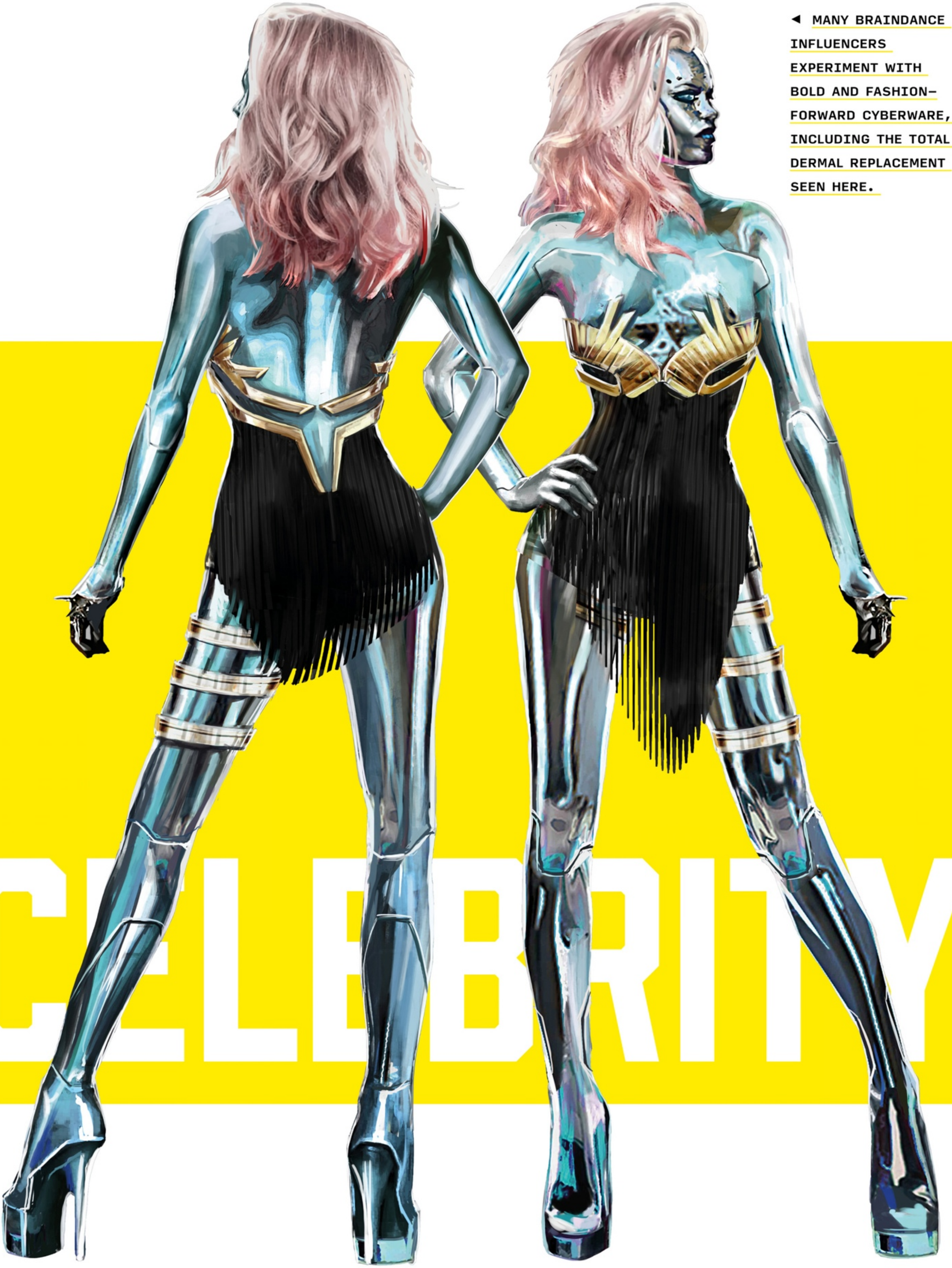
Nowadays, thanks to the universality and popularity of braindance as a medium, the top first-person personalities are recognizable all over the world. Their images are rarely altered in postproduction, and they share the same status and attention enjoyed by movie stars and celebrities of old.

Experiencing a BD session from the performer's point of view puts the spectator at the very center of the action, creating close—even intimate—connections with the main character and the actor who plays them. Braindance users can literally feel what it's like to be their favorite protagonist. The dedicated BD audience started to grow to incredible numbers, and many celebrity braindancers started to release personal records of their daily lives in response to their growing popularity. At first these were quasi documentaries from which fans could learn more about their beloved heroes and heroines, but this content quickly shifted into artificial, staged productions in which one is able to live the actual life of a braindance star.

Still, everything comes with a price. Previously unknown psychological conditions have now become prevalent, like braindance-related dissociative identity disorder. Patients suffering from BDDID are so focused on a specific braindancer that they start to believe that they *are* the individual portrayed in the BD, watching themselves living in luxury villas and attending galas, often arriving at the conclusion that they have been replaced by an impostor who has stolen their life. In some cases, this has culminated in a patient's cacoëthes—an irresistible desire to murder the subject of their obsession: the braindance celebrity they once loved and admired. ☒

BRAINDANCE TYPE: PENITENTIARY

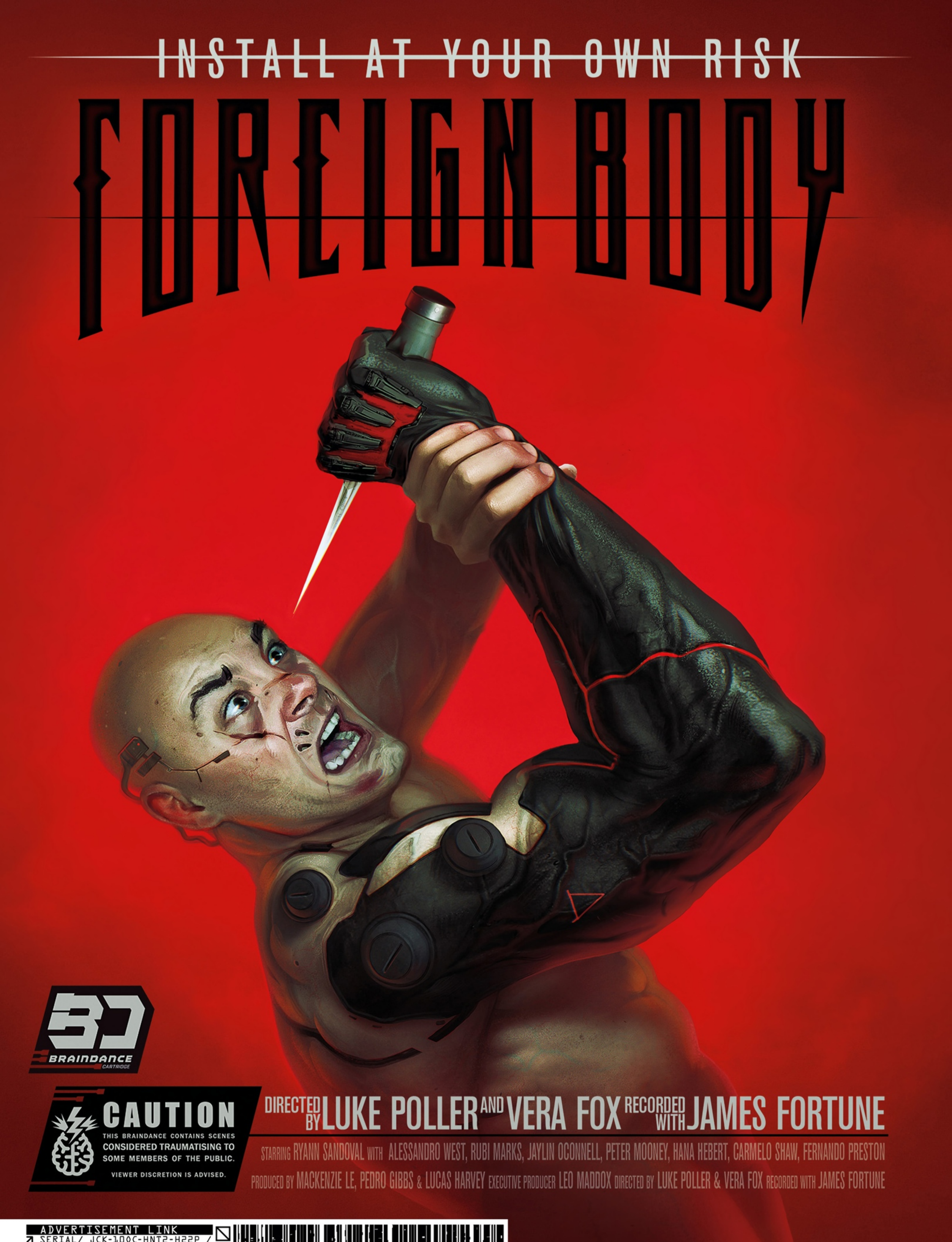
The original use of braindance that was instituted back in the early 2000s is still effective today in 2077. Convicts who qualify for rehabilitation are often sentenced to penitentiary braindance: psychological conditioning that breaks down their will and instills a sense of cooperation and compliance. The next step is to create a nightmare-like representation of the crime for which they were found guilty, then repeatedly place the convict in the role of the victim during back-to-back braindance sessions. Given some time and additional therapy, the prisoner eventually develops a strong aversion to violence and antisocial behavior, but in most cases this conditioning also results in the manifestation of anxiety disorders.



◀ MANY BRAINDANCE INFLUENCERS EXPERIMENT WITH BOLD AND FASHION-FORWARD CYBERWARE, INCLUDING THE TOTAL DERMAL REPLACEMENT SEEN HERE.

CELEBRITY

/*6635 736 009 5383*/
AUDIO DATA PORT


INSTALL AT YOUR OWN RISK
FOREIGN BODY
BD
BRAINDANCE
CARTRIDGE

CAUTION

THIS BRAINDANCE CONTAINS SCENES CONSIDERED TRAUMATISING TO SOME MEMBERS OF THE PUBLIC.

VIEWER DISCRETION IS ADVISED.

DIRECTED BY LUKE POLLER AND VERA FOX RECORDED WITH JAMES FORTUNE

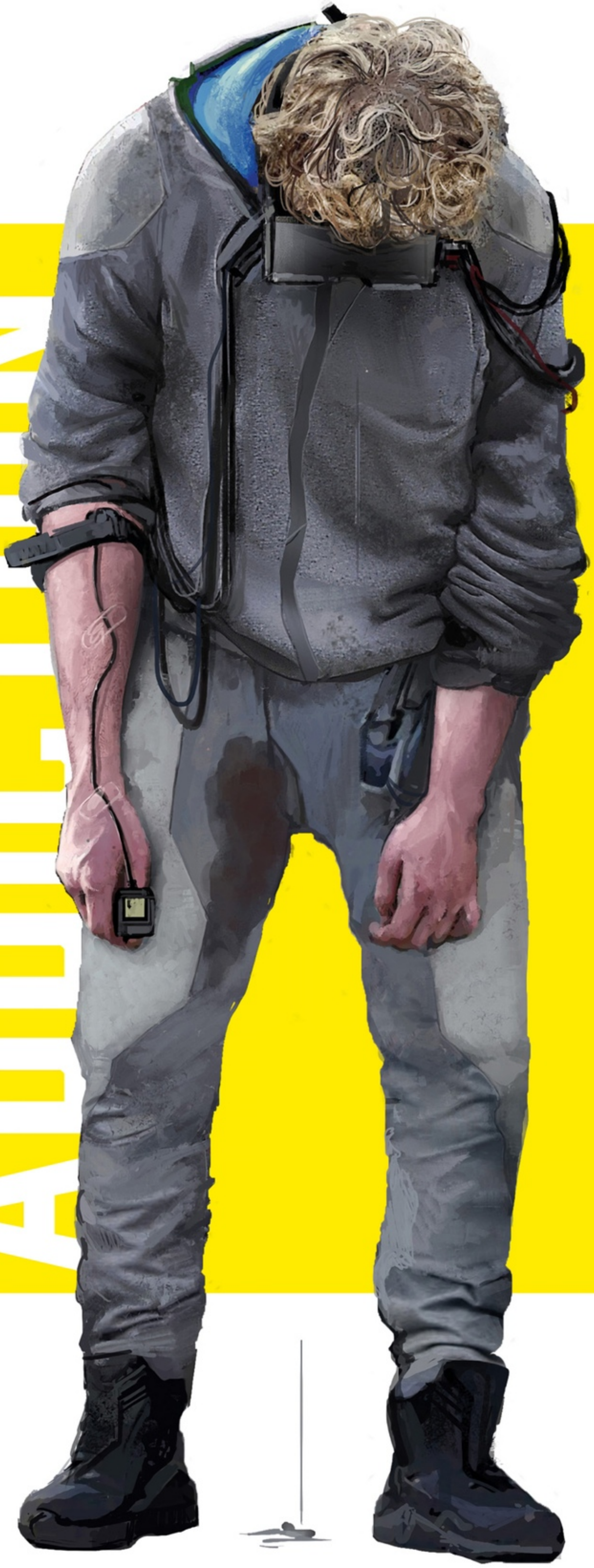
STARRING RYANN SANDOVAL WITH ALESSANDRO WEST, RUBI MARKS, JAYLIN OCONNELL, PETER MOONEY, HANA HEBERT, CARMELO SHAW, FERNANDO PRESTON

PRODUCED BY MACKENZIE LE, PEDRO GIBBS & LUCAS HARVEY EXECUTIVE PRODUCER LEO MADDOX DIRECTED BY LUKE POLLER & VERA FOX RECORDED WITH JAMES FORTUNE

ADVERTISEMENT LINK
↗ SERIAL/ JCK-100C-HNT2-H22P /

OTHER PROBLEMS WITH BRAINDANCE

ADDICTION

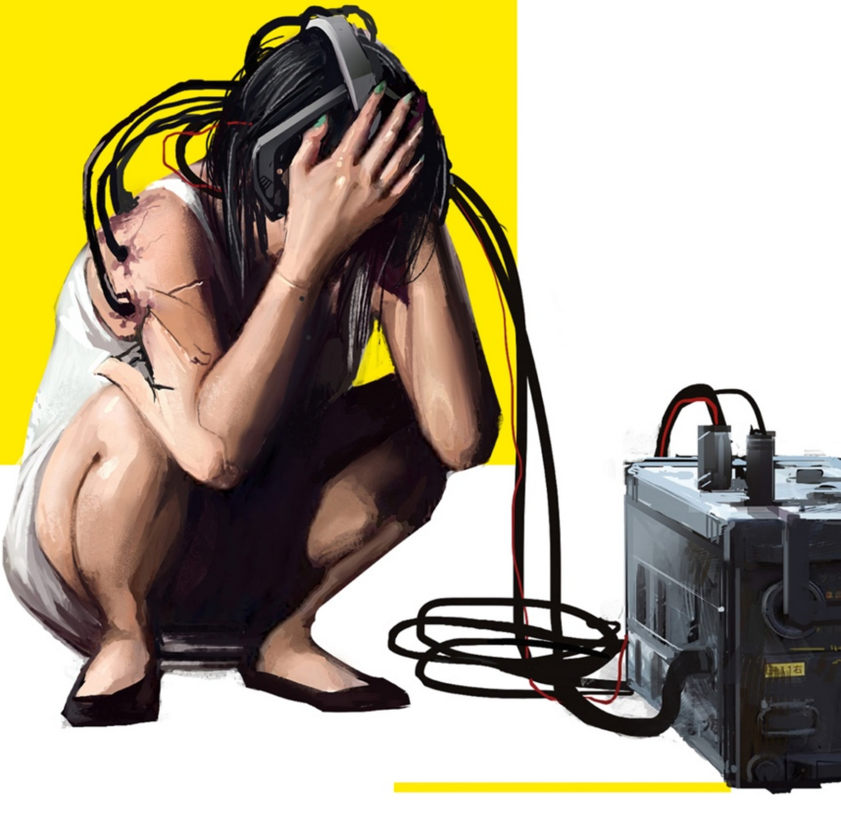


/*3566 252 007 6483*/
AUDIO DATA PORT

BRAINDANCE OVERUSE HAS OTHER NOTABLE side effects—most notably addiction that can result in health problems due to inactivity, poor nutrition, and mental isolation. No less dangerous is the potential for emotional dependency. Braindance makes you experience the emotions of others, usually in a very deliberately powerful way. As various studios race to produce more overwhelming emotion packs in their newest productions, people who overuse BD are reported as appearing numb and emotionless. Real life seems dull and boring to them, and they find themselves unable and unwilling to forgo braindance, which to them has become the only source of emotional stimulation. ☒

BRAINDANCE TYPE: THERAPEUTIC

Therapeutic braindance is an increasingly common treatment offered by many private clinics, often used with more traditional psychological therapy to treat mental illness. Sessions allow patients to face their fears in safe simulated environments. The treatment is very effective, but also expensive due to long sessions and the complexly calibrated BD hardware that is necessary during the therapy's first stage.



NETRUNNING

EDITOR'S NOTE

During his research for this section, Josh made contacts with individuals who would prefer to remain anonymous. Those contact also provided some fascinating material that chronicles the history of the Net. Our special thanks go out to the netrunner who contacted Josh by hacking into his account and leaving behind some unique data—some of which was thought to be lost during the fall of the Old Net. Thanks, choomba, whoever you are!

We would also like to thank Nix from Afterlife for shedding some light on the matter of netrunning gear.

Before the Fourth Corporate War, the Net was a vast global network capable of transmitting and storing all kinds of data, from unprotected public files to the most heavily encrypted corporate secrets. To interact with that data, you had to access the Net. You could have done this the old-fashioned way with a terminal or computer, or the quicker and more effective way by using a cybermodem and its interface. A cybermodem was the way to experience the Net in all three dimensions—some even claim four dimensions, because time was also a factor since the user could interact with data much faster than with a traditional connection.

In 2077 the global Net is no more—at least not as a global communications platform. It was destroyed by corporate attacks, rogue ISs, and the parting gift of one dead man.

—NIX, 2077

BARTMOSS AND THE DEATH OF THE OLD NET

[075]

RACHE BARTMOSS WAS THE MOST BRILLIANT and talented netrunner of our age. He was also the most paranoid. Rumors claim that he was an author of the infamous Demon and Hound series of programs, designed to locate and kill enemy netrunners. There are so many varying accounts of who he was and how and when he died that no one can be sure of the real story. Some say that his body died in 2021 when he was nailed by some black ICE, or simply from dehydration and malnutrition during one of his prolonged Net ops. In this version of the story, his mind survived thanks to the top-tier life support he had in his apartment. No one knew where he lived, so no one could take care of him. His essence slowly faded, though he still remains one of the best hackers in the Net.

Another rumor concerned Rache allegedly fighting for one of the sides in the Shadow War period of the Fourth Corp War, when mercenary netrunners attacked corporate data fortresses, unleashing legions of deadly programs. He was so good that one of the corporations decided to take him out by any means at their disposal. When they had traced his last approximate position after months of hunting, it's said that they evaporated the whole area with a direct hit from some sort of orbital satellite-mounted device.

Did I mention that Bartmoss was paranoid? No one knows if that was because he was always nuts or if he lost his mind during his years spent in the cryogenic freezer, but he was prepared for his death. He knew that when the day finally came, he wanted to be sure that his enemies and his beloved Net would all go down with him.

A complex system similar to the Cold War–era Dead Hand released Bartmoss's most deadly creations into the Net. In the very moment that Rache's body was obliterated and his life-support system stopped sending the delay codes, all hell broke loose. His most advanced Demons, Hellhounds, and RABIDS went off, crashing systems, liberating and corrupting ISs, and frying the synapses of most of the netrunners who were jacked into the Net at the time. Melting data fortresses were torn apart by self-aware viruses, their content permanently lost, altered, randomly swapped, or corrupted. By the time governments and major corporations were able to implement their emergency protocols, the damage was done and the Old Net was lost forever. ☒

RABIDS

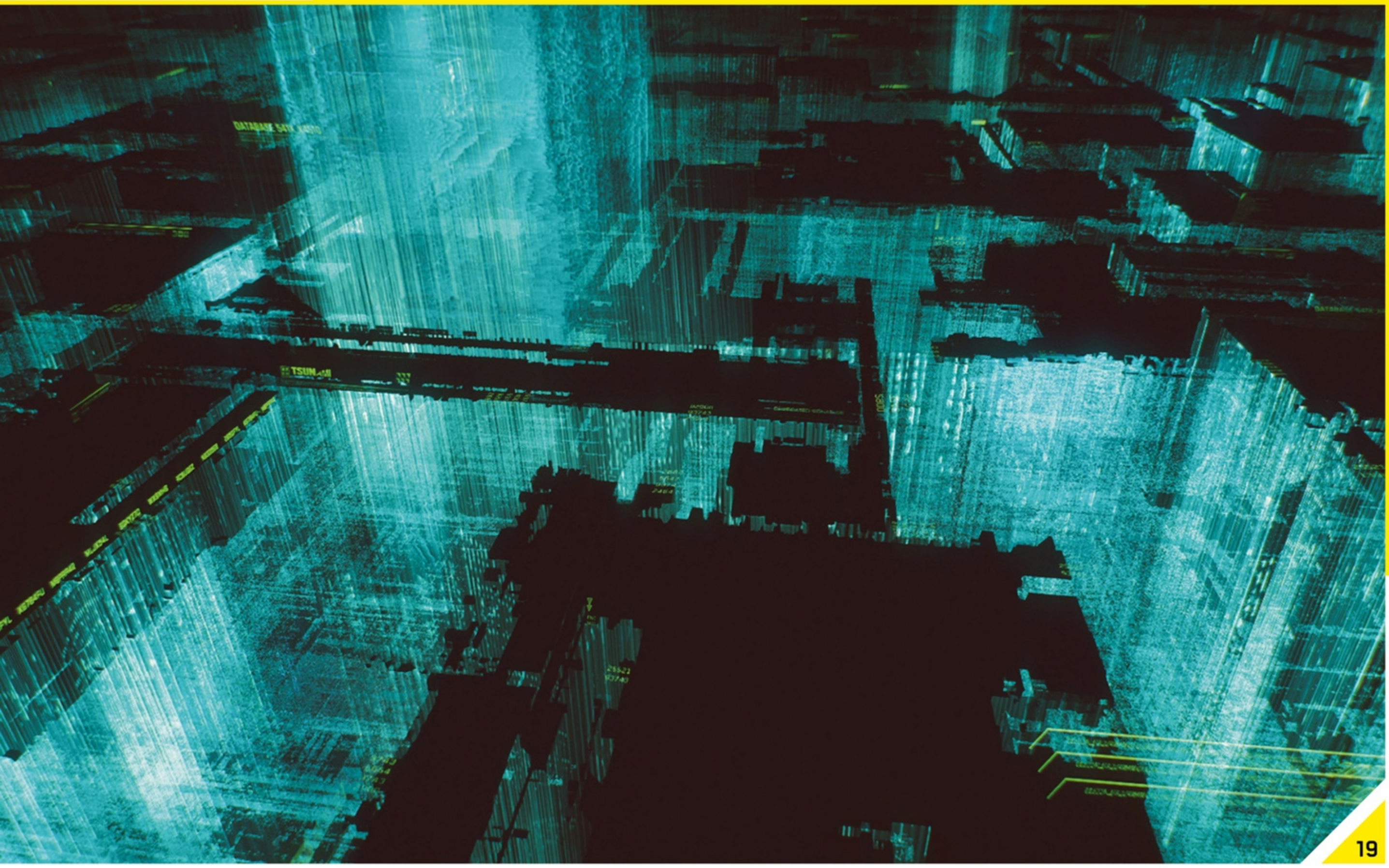
Roving Autonomous Bartmoss Interface Drones (or RABIDS) were a unique Bartmoss creation—programs designed to infiltrate systems, slice their data, and distribute it randomly throughout cyberspace. At first perceived as a mere nuisance, they showed their full dreaded potential in the few hours following Bartmoss's death. Planted patiently for years as "sleepers" in cyberspace, they started to swap files and collapse whole data fortresses. It not only hastened the crippling of the Net, but also released all sorts of confidential information to the public, causing chaos as it incriminated politicians and global corporations alike.

▼ 18: A VOODOO BOYS NETRUNNER CATCHES THEIR BREATH AS THEY PREPARE THEMSELF FOR ANOTHER MARATHON RUNNING SESSION.

MAYHEM IN THE NET

FOR THE NEXT FEW YEARS, THE NETWATCH corporation attempted to rebuild the world's networks with the aid of the European Commission. Many parts of the Net were so infected that logging into them would instantly crash entire systems. The aggressive rogue intelligent systems—some of which were former combat ISs—hunted the reckless netrunners who explored the ruins of cyberspace to retrieve lost data. It was then that NetWatch decided to back down, and the Blackwall project was born—a nigh-impenetrable wall of black ICE that to this day separates human-usable Network from realms under the ISs' control. It's disturbing how very little is known about its foundation, and some people claim that building the Blackwall was only possible because the ISs were also interested in its construction, leaving them in control of vast abandoned regions of the Net. No humans and no artificial constructs are allowed to cross the Blackwall from either side, but that doesn't stop overcurious netrunners and dangerous ISs from trying.

It's worth remembering that the Blackwall is totally invisible and does not necessarily form a continuous barrier. It often splits old Network systems in half, leaving them simultaneously available to both humans and ISs. Usually neither side is aware of the other, which often leads to tales of "haunted" data fortresses or "possessed" cybersystems. ⊠

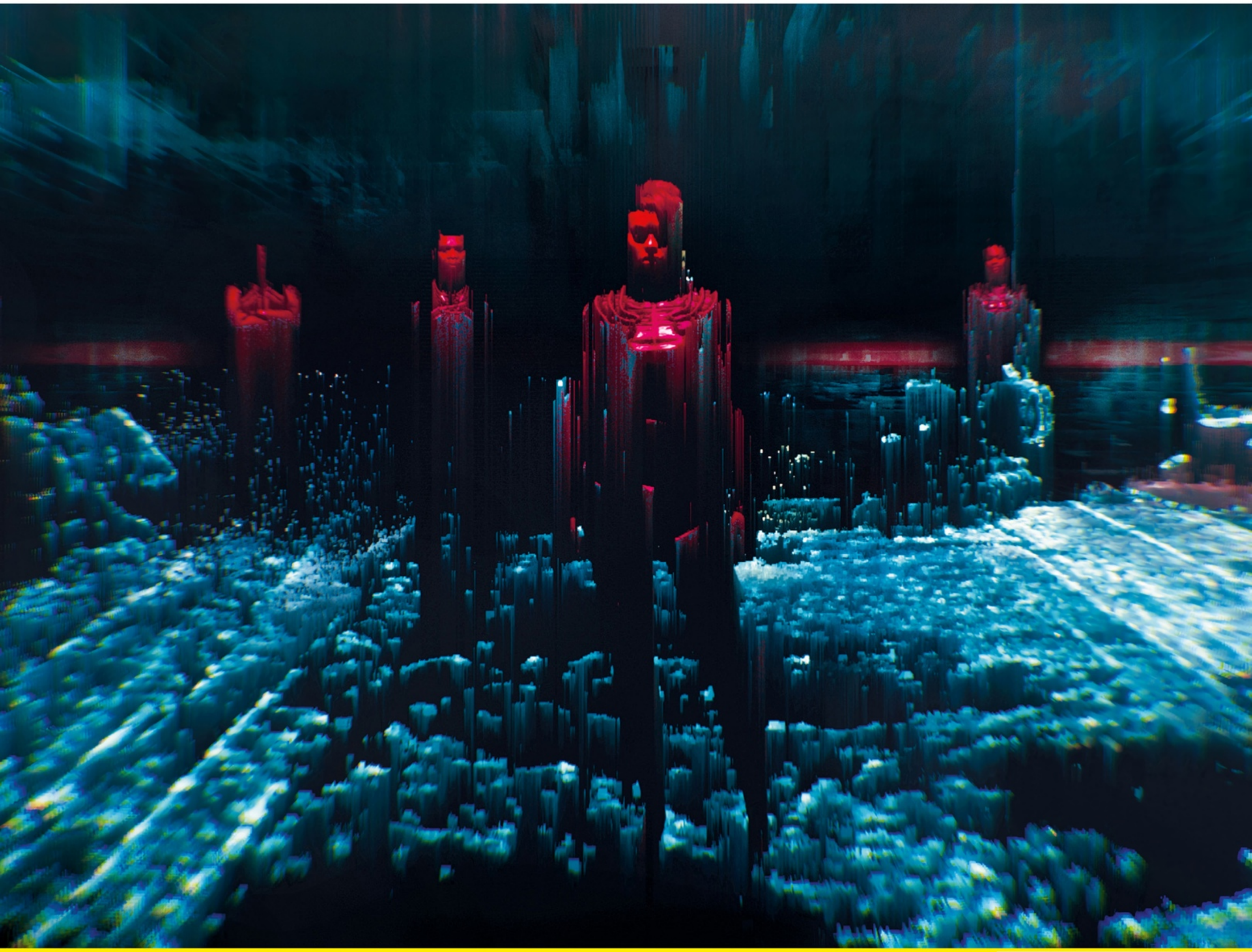


▼ **19: A VISUAL REPRESENTATION OF DATASTREAMS COURSING THROUGHOUT THE NET.**

19

☒ /*846 035 725 736 384 024 53*/ BD DATA PORT ☒

THE NET TODAY



▲ **NETRUNNERS MAKE USE OF DIGITAL AVATARS TO COMMUNICATE WITH EACH OTHER AND TO MORE INTUITIVELY INTERFACE WITH THE NET.**

IN 2077 THE HUMAN-CONTROLLED NET (sometimes called the shallow Net) is a fractured space, consisting predominantly of separated local hubs. These hubs are primarily national, state, or city Nets that are amalgams of public access forums and private company domains, and are used for internal communication, work, recreation, and advertising. NetWatch rebuilt most of the European network, but has recently lost some credibility in Europe after allegations that they bargained with the ISs during the Blackwall construction. The company is currently in the process of renetworking North America at the request of the NUS president, Rosalind Meyers.

The Old Net, also known as the deep Net, is a ruined, dangerous place where few dare to venture. Large portions are separated by the Blackwall, but there are entire regions that are abandoned (with the exception of some of Bartmoss's creations that have lurked there since the war). Nevertheless, the Old Net holds unique temptations, as it hides old databanks and allows for true long-distance communication for those who can navigate it. ☒

► SOME OF THE MOST SKILLED NETRUNNERS IN NIGHT CITY CAN BE FOUND IN THE RANKS OF THE VOODOO BOYS GANG. VB RUNNERS MAKE EFFICIENT USE OF THEIR TOP-TIER EQUIPMENT TO SECURE VALUABLE DATA FOR VARIOUS ANONYMOUS CLIENTS.

NETRUNNING TODAY: GEAR TIERS

20
HLGRM PRJ PORT /*442 63 25 552*/

▲ **20: A PERSONAL LINK IS A USEFUL PIECE OF NETRUNNING CYBERWARE THAT ALLOWS A USER TO CONNECT DIRECTLY TO A VARIETY OF DIFFERENT NETWORK INTERFACES WHILE STILL REMAINING MOBILE.**

THE NET IS STILL ACCESSIBLE TODAY, BUT generally only at the local city Net level. Because such networks are usually air gapped, you can only access them directly by logging in within proximity. To access and interact with the Net even on a basic level, you'll need specialized hardware. There are currently six known grades of netrunning equipment, ranked in tiers from zero to five.

> TIER 0

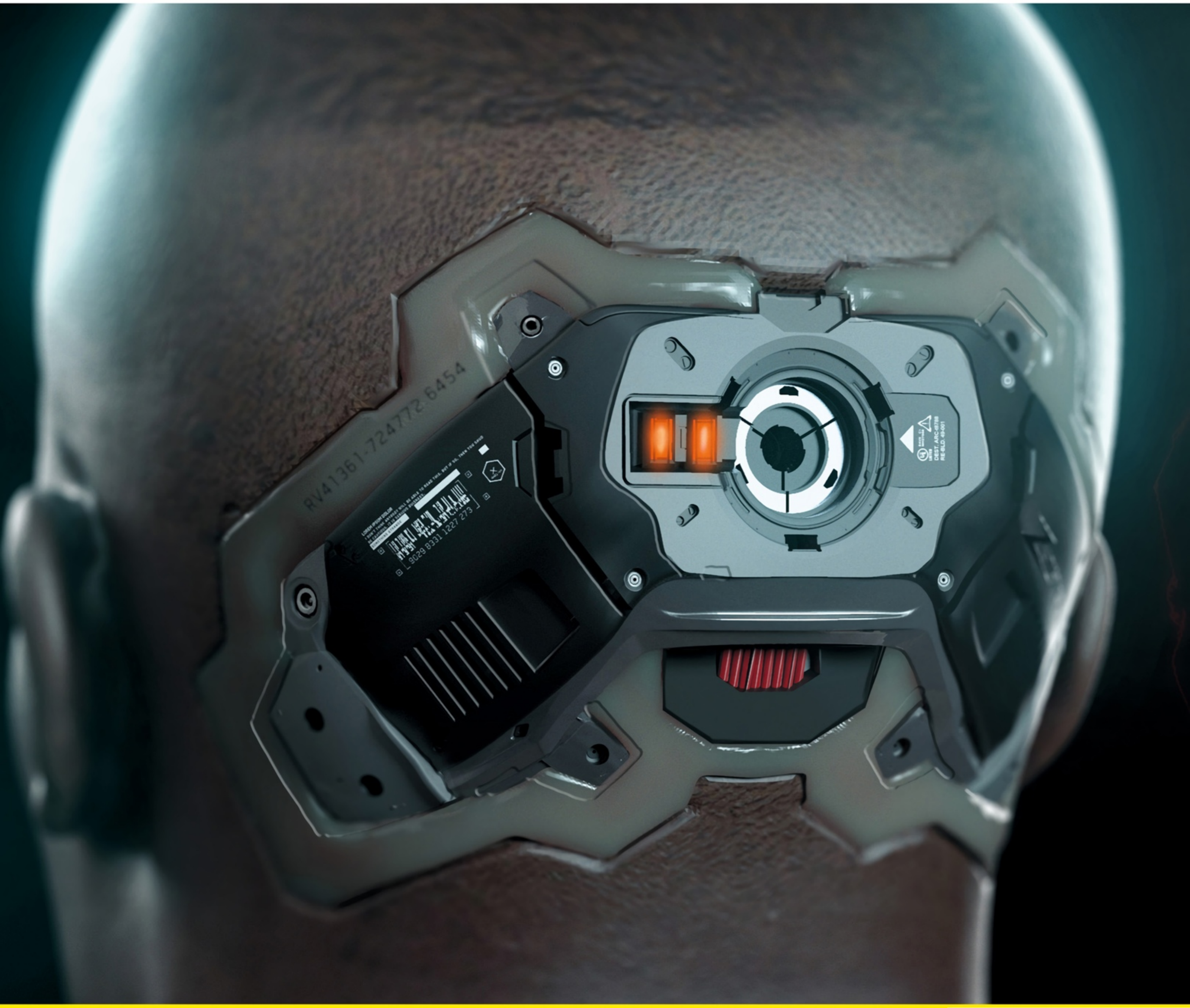
Old portable cyberdecks that were popular in the 2020s are presently classified as Tier 0, and are considered obsolete among most netrunners. They still have some advantages. They can be upgraded to improve their performance and achieve a moderate data transfer rate, and their handheld nature allows the netrunner to retain some mobility while putting the unit to use, but their manual operation slows reaction time and severely limits their utility.

> TIER 1

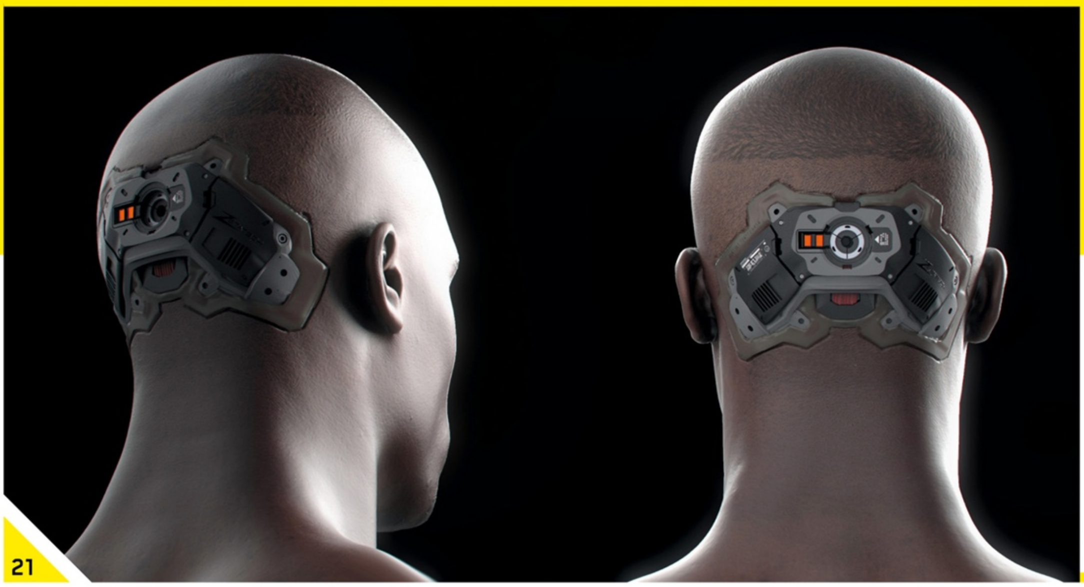
The simplest modern hacking is achieved through a personal link—an advanced cyberware gadget that allows netrunners to issue commands to computer systems without using an external input device. A personal link is used for simple operations that are performed by physically plugging into the chosen port and connecting with the device. Installing illegal malware allows the user to gain control over simple devices like doors, elevators, car computers, and utility robots. The personal link was invented to allow for easy data upload and download, so you can effortlessly hack a door or copy your ex's diary, but entering deep cyberspace is not possible due to low transfer capacity. The main advantages of this connection method are unhindered mobility and inconspicuousness, since the personal link is a common cyber upgrade and malware programs are difficult to detect without complex scanning.

> TIER 2

More dangerous, but more efficient, netrunning is performed with the use of a personal port accompanied by some type of cybergoggles (often simply a hacked braindance helmet) to perceive and interact with the Net in 3D. This method allows the user to enter deeper regions of the Net and achieve a better data transfer, but at deeper levels the physical stress on the body becomes an exponentially more serious problem. Overloaded nervous systems will begin to heat up, raising the body's temperature to dangerous, often deadly levels. A method of


RV41361-724772-6454
9029 8331 1227 273

HLGRM PRJ PORT /*524 70 35 358*/



◄▲ **21: MORE DEDICATED NETRUNNERS INCORPORATE PERSONAL PORTS THAT CONNECT DIRECTLY TO THEIR CEREBRAL CORTEX FOR IMPROVED PERFORMANCE AND DATA TRANSFER.**

SECURITY YOU CAN TRUST
FIRST 80GB FREE OF CHARGE
REVERE COURIER SERVICES
RCS
INTERNATIONAL MNEMONIC DATA TRANSFER SERVICES

ADVERTISEMENT LINK
SERIAL/ ANI-DE12-M1KK-34G8 /

external cooling is required to circumvent these effects. The simplest means commonly used by amateur netrunners are bathtubs filled with ice, modified air conditioners, or even converted refrigerators. These methods are considered crude, and are mostly utilized by low-level gangers and reckless youngsters.

> TIER 3

Tier 3 equipment is primarily used by professional street netrunners. It's functionally similar to Tier 2, but is a direct upgrade in every way. A typical set includes a high-capacity neural port connected directly to the user's occipital lobe for improved performance and faster data transfer, and cooling is provided by a full-body suit—transfer rates are so extreme that without cooling a netrunner's blood would boil within minutes.

On this tier, a netrunner station is a must-have. The station's central component is a specialized chair (in some cases a converted dental or massage chair) that allows the netrunner to rest in a comfortable position for an extended period of time without impeding circulation. Basic surveillance, medical, and vital monitoring equipment is also included in any serious netrunner station. With a setup like this, a skilled user can procure data from the deep Net, operate systems for a whole building, or even stand toe to toe with hard-hitting corporate netrunners.

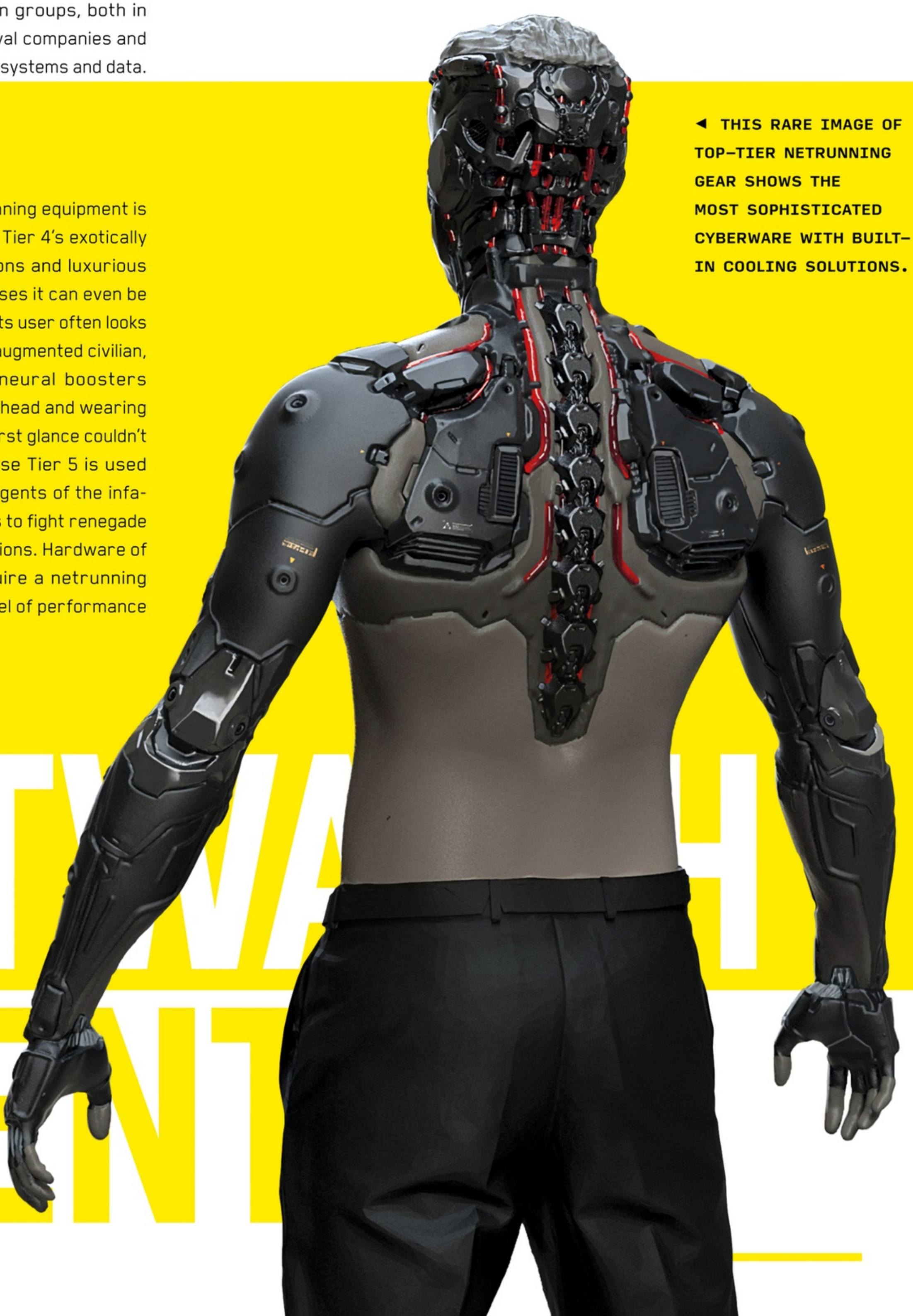
> TIER 4

Tier 4 gear is usually reserved for the most distinguished professionals, who are hired by massive corporations. Each component is the newest, most high-end version available. The netrunners who use this equipment are backed by entire server banks and their stations have the most sophisticated upgrades—including life support, cryostasis, blood-cooling systems, and other improvements—to aid them in their work. They often operate in groups, both in offensive actions against rival companies and in defending their employers' systems and data.

> TIER 5

At first glance, Tier 5 netrunning equipment is not nearly as impressive as Tier 4's exotically appointed netrunning stations and luxurious support devices. In some cases it can even be mistaken for Tier 1, because its user often looks like an only marginally more augmented civilian, or "brainiac," with some neural boosters implanted at the back of the head and wearing a stylish wired jacket. That first glance couldn't be more misleading, because Tier 5 is used almost exclusively by field agents of the infamous NetWatch, whose job is to fight renegade hackers and rogue IS incursions. Hardware of such quality does not require a netrunning station at all to achieve a level of performance and data transfer as good as or superior to Tier 4. Most importantly, Tier 5 users remain completely mobile and aware of their surroundings, allowing them to remotely connect to cyberspace from within the field, directly attack enemy netrunners in real space or cyberspace, and counter any unauthorized network interference. ☒

NETWATCH AGENT



◄ THIS RARE IMAGE OF TOP-TIER NETRUNNING GEAR SHOWS THE MOST SOPHISTICATED CYBERWARE WITH BUILT-IN COOLING SOLUTIONS.

FIXER
VARGAS
HEALTH WARNING
All night. Every Night.
BUCK A SLICE
DYNALAR

CHAPTER 3

CZ5P-HM3P-YZSG-XJP6
DIGI CONTENT DL

NIGHT CITY

[088] 2074: A NIGHT'S LEGACY

[090] WATSON
- Little China
- Kabuki
- Northside Industrial District (NID)
- Arasaka Waterfront

[098] WESTBROOK
- Japantown
- Charter Hill and North Oak

[104] CITY CENTER
- Corpo Plaza
- Downtown

[110] HEYWOOD
- Wellsprings
- The Glen
- Vista del Rey

[116] SANTO DOMINGO
- Arroyo
- Rancho Coronado

[122] PACIFICA
- West Wind Estate and Coast View

“THIS WEEK MARKS THE THIRD ANNIVERSARY OF THE DEATH OF LIAM ALLEN—AN INVESTIGATIVE JOURNALIST AND OUR EDITORIAL COLLEAGUE. LIAM WAS KILLED ON AUGUST 28, 2074, IN HIS APARTMENT BY UNKNOWN ASSAILANTS WHILE INVESTIGATING CORPORATE-BACKED DEVELOPERS’ INTERESTS IN THE VISTA DEL REY DISTRICT. TWO MONTHS AGO, AFTER ALMOST THREE YEARS OF INVESTIGATION, THE NCPD DROPPED THE CASE AND LIAM’S MURDERERS WERE NEVER BROUGHT TO JUSTICE.

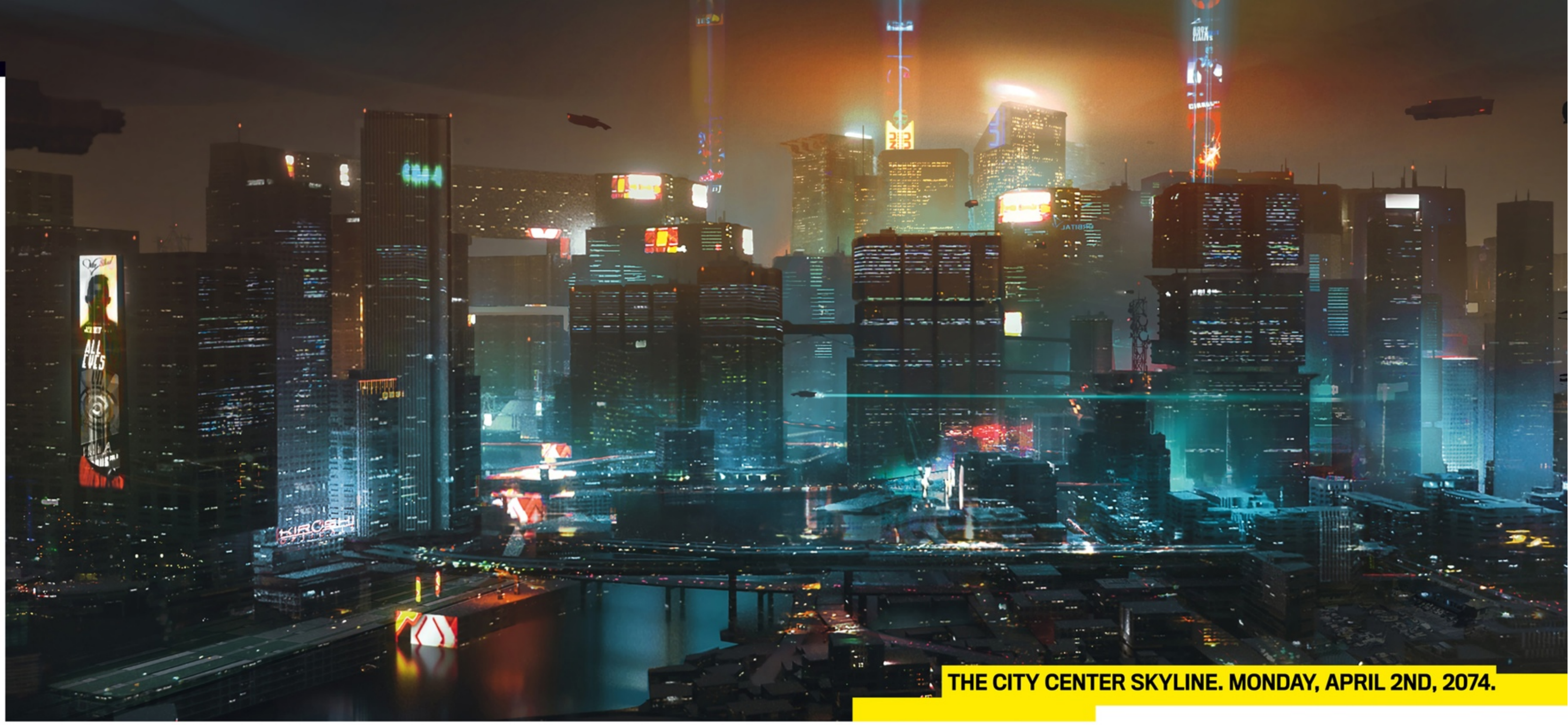
HE WAS OUR CLOSE FRIEND AND LONGTIME COLLABORATOR, AND MANY OF YOU KNEW

HIM BY HIS INCREDIBLE CONTRIBUTIONS TO JOURNALISM AND FOR HIS WORK WITH VARIOUS INDEPENDENT NEWS STATIONS AND INFORMATION PORTALS. HIS PROFESSIONALISM AND DEVOTION TO HIS SEARCH OF TRUTH STILL INSPIRE US IN OUR OWN WORK.

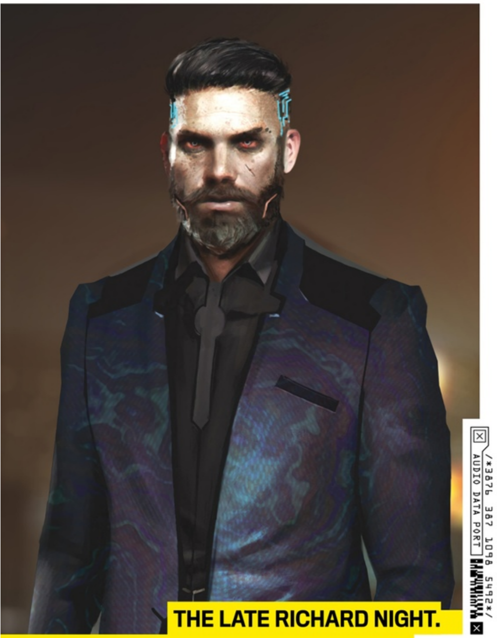
WE WOULD LIKE TO COMMEMORATE THIS TRAGIC EVENT AND PAY TRIBUTE TO LIAM'S JOURNALISTIC CONTRIBUTIONS BY RECALLING HIS LAST STORY FROM 2074, WRITTEN FOR THE EIGHTIETH ANNIVERSARY OF NIGHT CITY'S FOUNDING, A STORY THAT WE BELIEVE SET HIM FORTH ON HIS FINAL INVESTIGATION."

—THE EDITOR

2074: A NIGHT'S LEGACY



THE CITY CENTER SKYLINE. MONDAY, APRIL 2ND, 2074.



THE LATE RICHARD NIGHT.

This year we celebrate the eightieth anniversary of our city's founding. That's not long compared to other cities in the NUSA or elsewhere around the world, but for such a young metropolis, we already have some mighty achievements. Over the course of those eighty years we've managed to build the city from scratch, screw it up by turning it into a playground for gangs and corporations, blow up City Center with a genuine nuke, almost kick out the corpos, rebuild the city without government aid, avoid war with the NUSA and, finally, turn the city back into a playground for gangs and corpos—not bad for less than a century. Night City's story may not be very long, but it's intense—that's for sure.

The history of our city began in 1994 with a rich and enterprising guy named Richard Night and his idea to build a perfect city. A few years earlier Night had split off from his partners, Halsey and Ferris—co-owners of a construction and development company aptly called Halsey, Ferris, and Night—to set up his own company, Night International. Night initiated an ambitious new project. He bought the entire town of Morro Bay, a small, neglected settlement near the border that divides Northern and Southern California that had nearly been razed by a roving boostergang just two years earlier. The army's timely intervention had saved the settlement from total destruction, and the ravaged and depopulated land was now the perfect spot to build something new: a safe, clean, corporate city free from crime, poverty, and chaos—Coronado City

Night found investors among the big corporate players by enticing them with lucrative tax benefits that boosted the economy and created a stable base for future citizens—the corporate employees.

The project was a resounding success, and the fledgling Coronado City was indeed a wonder to behold. Thanks to careful planning the city was well-built, friendly, and safe (in post-Collapse terms, anyway).

Then, four years after initial construction had begun, tragedy struck when Richard Night was murdered by unknown assailants. Popular conjecture is that the attack was arranged by organized crime bosses with connections to the unions and construction firms that had been excluded from Night's project.

Despite public outcry in response to Night's assassination and initial opposition to the opportunistic crime syndicates, the mob successfully filled the vacuum of leadership over the next few years, turning Coronado City into a haven for criminal activity. Prostitution, assault, drug trafficking, and cyberterrorism became commonplace—all as the city was ironically renamed Night City in memory of Richard Night.

After a decade of ever-increasing crime and death rates, the corporations decided to push back. Over a period of a few short days, the heads of almost every major criminal organization died at the hands of unidentified mercenaries, and a new City Council was established. The Council's first decision was to enlist the aid of corporate forces, empowering them to act "in the best interest of the city, and to establish peace and order within its limits." Most of the downtown and central districts were cleaned up within the next few months, and over the next few years the most devastated parts of the city were pacified, razed, and rebuilt. Thus, corporate reign had begun.

These were the beginnings of Night City. From that time it's come a long way—the "golden age" of 2020, the Fourth Corporate War and the Nuke Incident of 2023, the Survival and the Recovery periods between 2023–2040, and the great Rebuilding between 2040–2060. Hey, we even managed to stay independent from the NUSA after the Unification War! That rich and colorful history inspired me to write this story—a journey through the districts of the modern Night City, to show its countless faces and moods: intense, inspiring, thrilling, dangerous, and depressing—but each of them is an inherent part of Night City's spirit. So, are you ready for a trip? ◘

WATSON

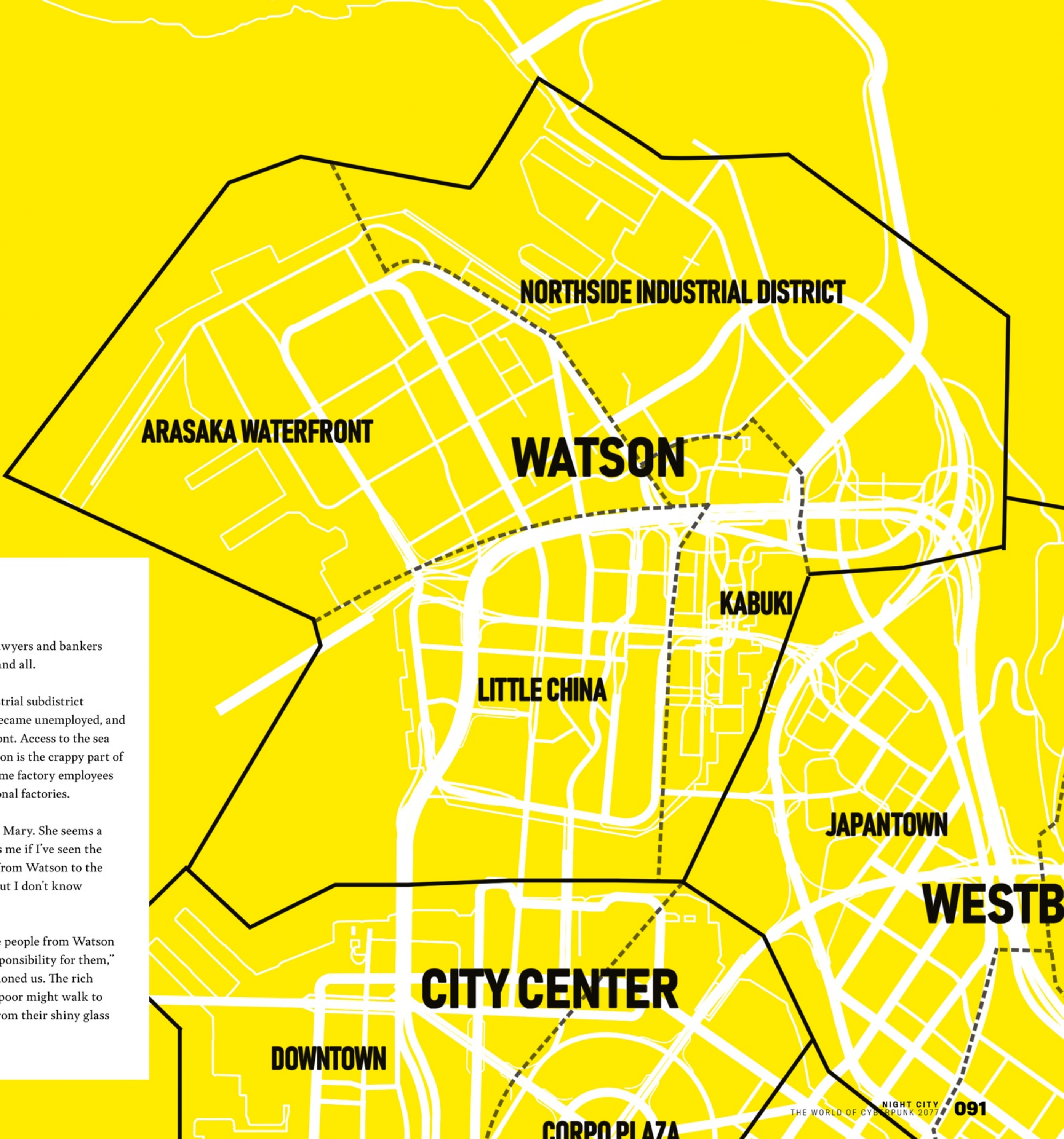
To explore Watson, I'll need the help of a local. I have a meeting in Afterlife—a club with a certain reputation here in the district. I had to call in some favors to get in here to talk with my would-be guide. My contact turns out to be in her late-twenties (or she has an excellent surgeon). Her Kiroshi eyes change colors while we talk. She seems well informed; she already knows that I write stories about various Night City districts, and she's willing to share some information about Watson with me. She also agrees to give me a tour here (for a price, of course). We sit over Bloody Marys, and she begins her story.

Watson used to be a place to live and thrive. During the time of Rebuilding, some wealthy Japanese corps had big plans for the district and poured millions of dollars into it. The Watson district had it all: tall skyscrapers, bustling nightclubs, a med center, and even its own industrial sector in the northern part of the district called the NID. It all ended when Saburo Arasaka and his corporation came back to Night City after the Unification War. Arasaka had their own plans, and to achieve them, Arasaka's rival corporations would have to die. Nobody knows if it was because of an old feud from their homeland or if it was just business, but Saburo's lawyers and bankers finished off his competitors here—one and all.

That's when Watson changed. The industrial subdistrict stopped providing jobs, a lot of people became unemployed, and Arasaka took over the Watson Waterfront. Access to the sea had been their goal all along. Now Watson is the crappy part of Night City—the living area for low-income factory employees who still work in the NID's few operational factories.

My interviewee orders a second Bloody Mary. She seems a bit more relaxed and talkative. She asks me if I've seen the roadblocks on all the bridges that lead from Watson to the rest of the city. Yes, I have seen them, but I don't know their purpose.

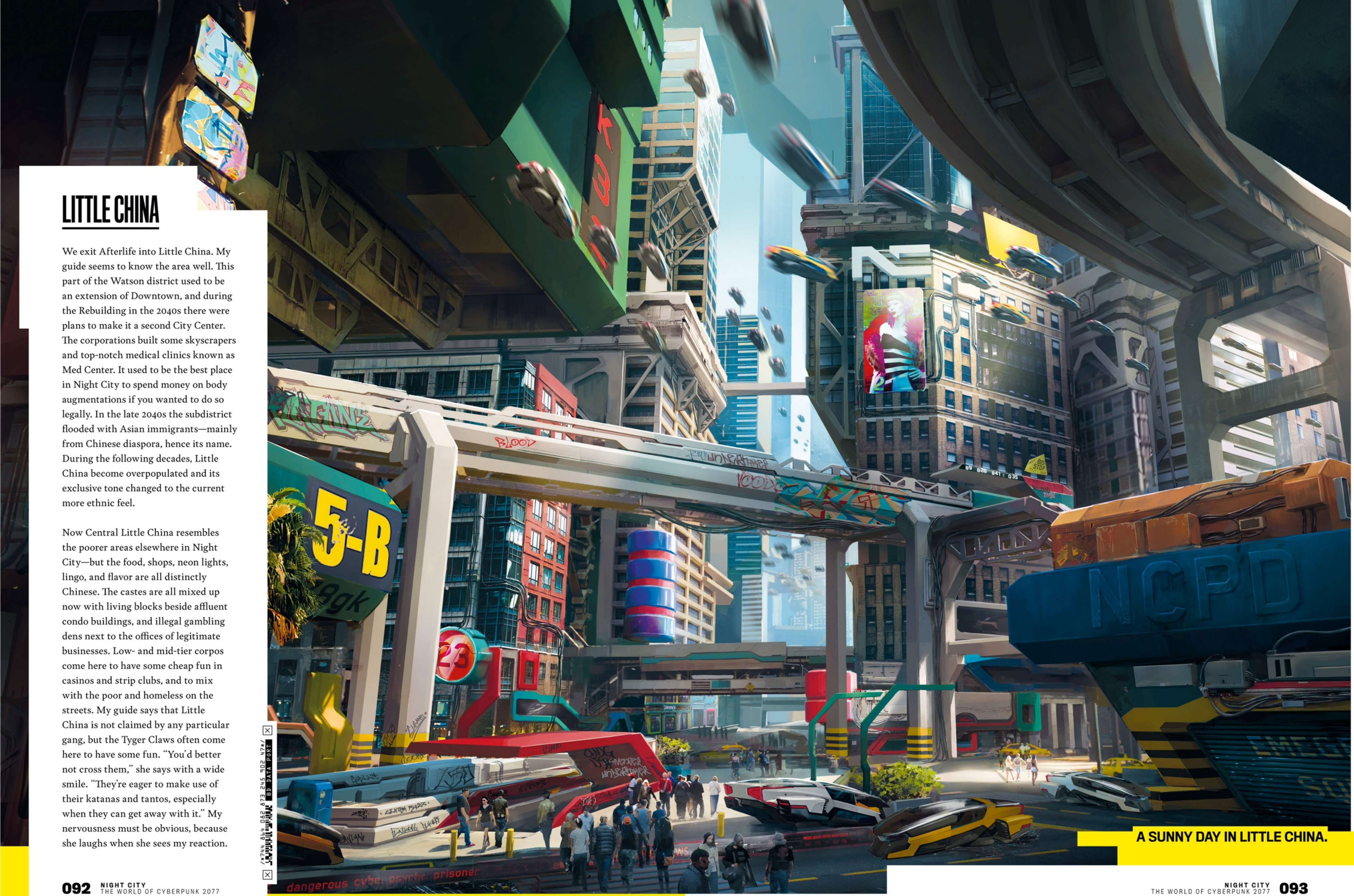
"That's because it's easier to contain the people from Watson within the district than it is to take responsibility for them," she says. "The rest of the city has abandoned us. The rich and mighty don't like the idea that the poor might walk to City Center. It would spoil their view from their shiny glass towers, you know."



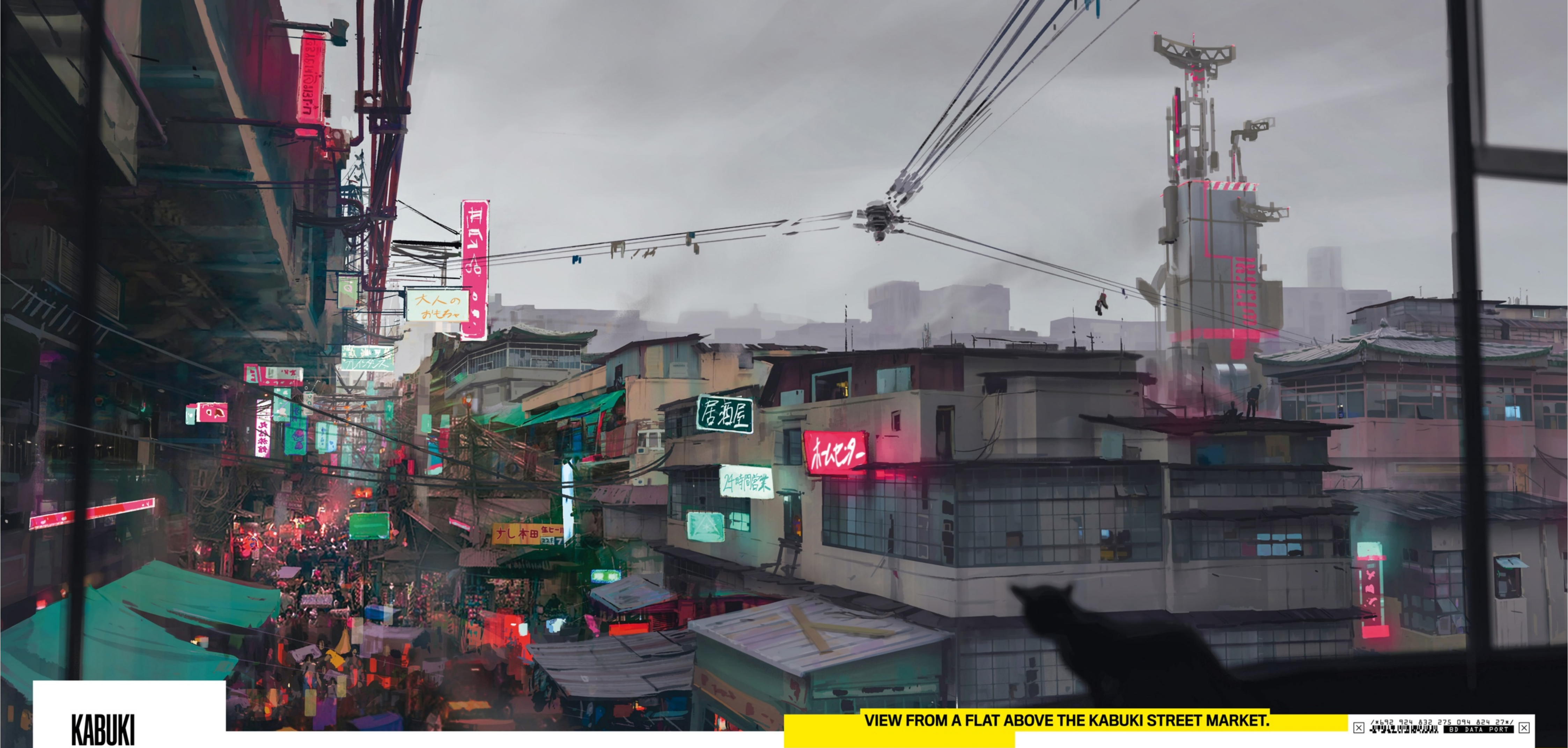
LITTLE CHINA

We exit Afterlife into Little China. My guide seems to know the area well. This part of the Watson district used to be an extension of Downtown, and during the Rebuilding in the 2040s there were plans to make it a second City Center. The corporations built some skyscrapers and top-notch medical clinics known as Med Center. It used to be the best place in Night City to spend money on body augmentations if you wanted to do so legally. In the late 2040s the subdistrict flooded with Asian immigrants—mainly from Chinese diaspora, hence its name. During the following decades, Little China become overpopulated and its exclusive tone changed to the current more ethnic feel.

Now Central Little China resembles the poorer areas elsewhere in Night City—but the food, shops, neon lights, lingo, and flavor are all distinctly Chinese. The castes are all mixed up now with living blocks beside affluent condo buildings, and illegal gambling dens next to the offices of legitimate businesses. Low- and mid-tier corpos come here to have some cheap fun in casinos and strip clubs, and to mix with the poor and homeless on the streets. My guide says that Little China is not claimed by any particular gang, but the Tyger Claws often come here to have some fun. "You'd better not cross them," she says with a wide smile. "They're eager to make use of their katanas and tantos, especially when they can get away with it." My nervousness must be obvious, because she laughs when she sees my reaction.



A SUNNY DAY IN LITTLE CHINA.


居酒屋
24時間営業
大人のおもちゃ

VIEW FROM A FLAT ABOVE THE KABUKI STREET MARKET.

/*692 924 832 275 094 824 27*/ BD DATA PORT

KABUKI

Kabuki was once the pride of the Japanese medical corporations in this part of Night City. It was situated adjacent to the famous Med Center, and as a result the whole area flourished and prospered. Nowadays, with all the other corpos either dissolved by Arasaka or transferred to the other bank of the gulf, Kabuki is possibly the poorest subdistrict of the city (not including Pacifica—we're talking about remaining functioning districts).

But Night City hates a vacuum. The area was quickly repopulated with Chinese diaspora before turning into the shadiest bazaar imaginable. I visited once during the daytime, and at first sight Kabuki's narrow, tangled alleyways were full of chop suey joints, seedy cosmetic boutiques, and cheap junk shops, all decorated with Chinese lampions and flickering neon lights. But this time we're visiting it at night, and I can see the district's second face. Kabuki after dark is the heart of Night City's black market for all manner of illegal transactions. Implants, organs, combat drugs, prototype cyber augmentations, steroids, synth-viruses, snuff braindance recordings—you name it, it's all there to buy if you know right places and people. There are allegedly several black clinics operating in hidden basements or backrooms that install illicit military and prototype cyberwear, right from the labs of Chiba City or the top-notch Scandinavian bio-clinics—or so the ripperdocs all claim. My guide warns me to be cautious when buying stuff from an unknown source. Some of the merchants in the hood are supplied by Scavengers. Those creepy gangers are the lowliest scum around, and have an eye for clueless visitors who they'll drag to some basement before cutting out their implants and organs to resell to unscrupulous Kabuki ripperdocs.

"Well, it's the circle of life of the urban jungle, it seems," my contact says lightly. "The Scavengers run their business undisturbed. The police don't raid the district. The only cops you'll find here are detectives lurking around, competing with fixers and corporate-hired investigators, looking for some stolen corporate tech or missing persons."

The whole area is densely populated, except for the northern edge where warehouses and abandoned factories are occupied by various gangs, transients, and junkies. Tyger Claws maintain a presence in the area, as do some Maelstrom members from the NID, but neither of them claim the Kabuki for their own. That vacuum has created a toehold for one of the local gangs, the Mox. Lizzie's Bar—one of Kabuki's most popular braindance clubs and brothels—is under their jurisdiction.

NORTHSIDE INDUSTRIAL DISTRICT (NID)

We decided to wait for daylight to go to the Northside Industrial District. The NID (as it's called by the locals) was once Watson's prosperous factory subdistrict. Now abandoned and neglected, its factories are mostly non-functional and abandoned due to old earthquake damage and failed investments.

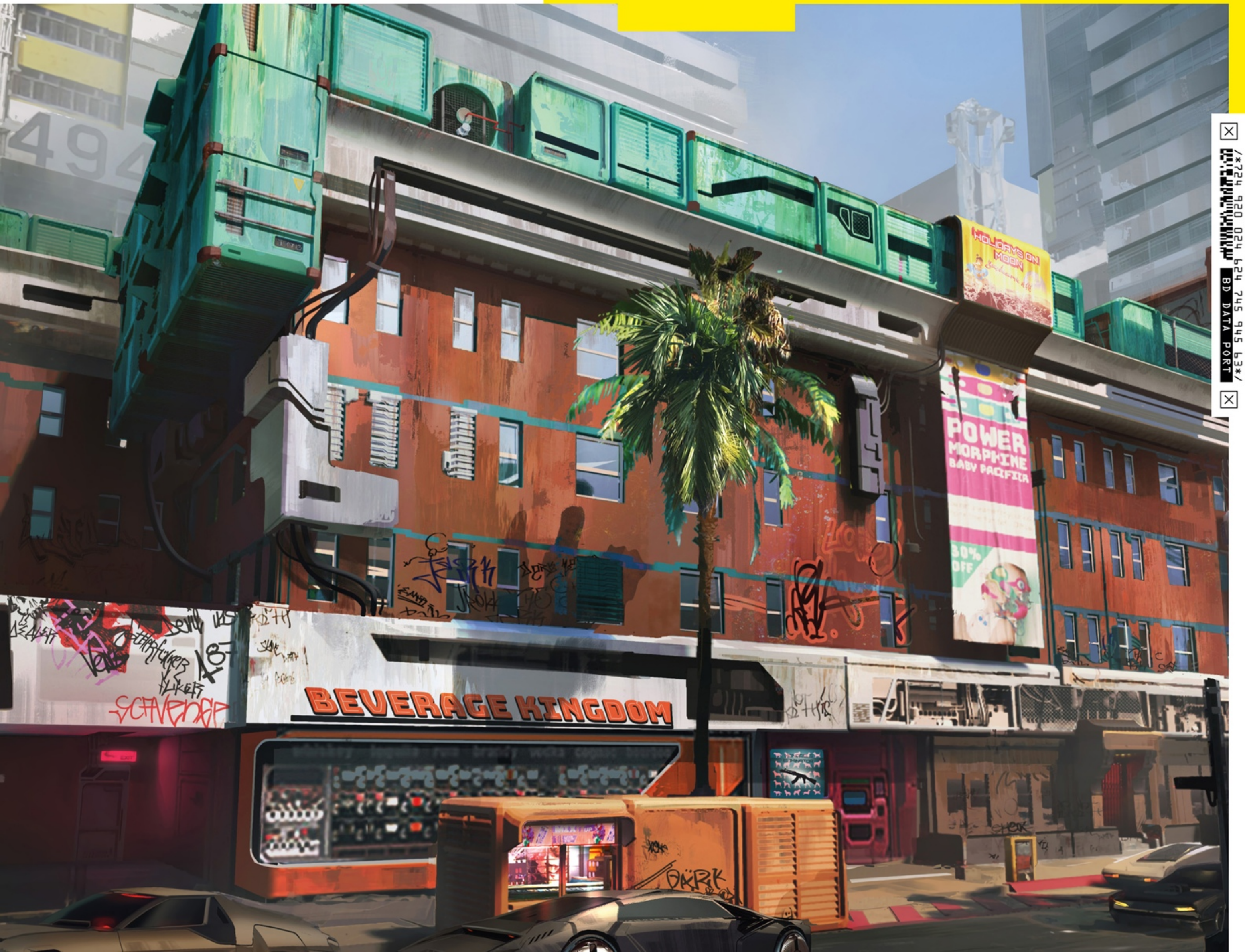
"No one likes the look or smell of the NID," my guide says. "Wealthy assholes from Downtown even built some shiny new apartment blocks at the edge of the district to screen it from 'their' part of the city. Now those buildings are home to mid-level employees who manage the few operational factories in the NID. I guess having corpo-apartments is really nice, but for those guys it must be like exile to a foul-smelling, ugly purgatory."

Still, people need to live here. They've come here looking for opportunity and a new life. They got their big chance with work in the factory, and now they are stuck in limbo: waking up, going to a shitty job for who knows how many hours, and coming home to sleep. There are no prospects of moving up. "If you're born in the NID, you die in the NID," as they say.

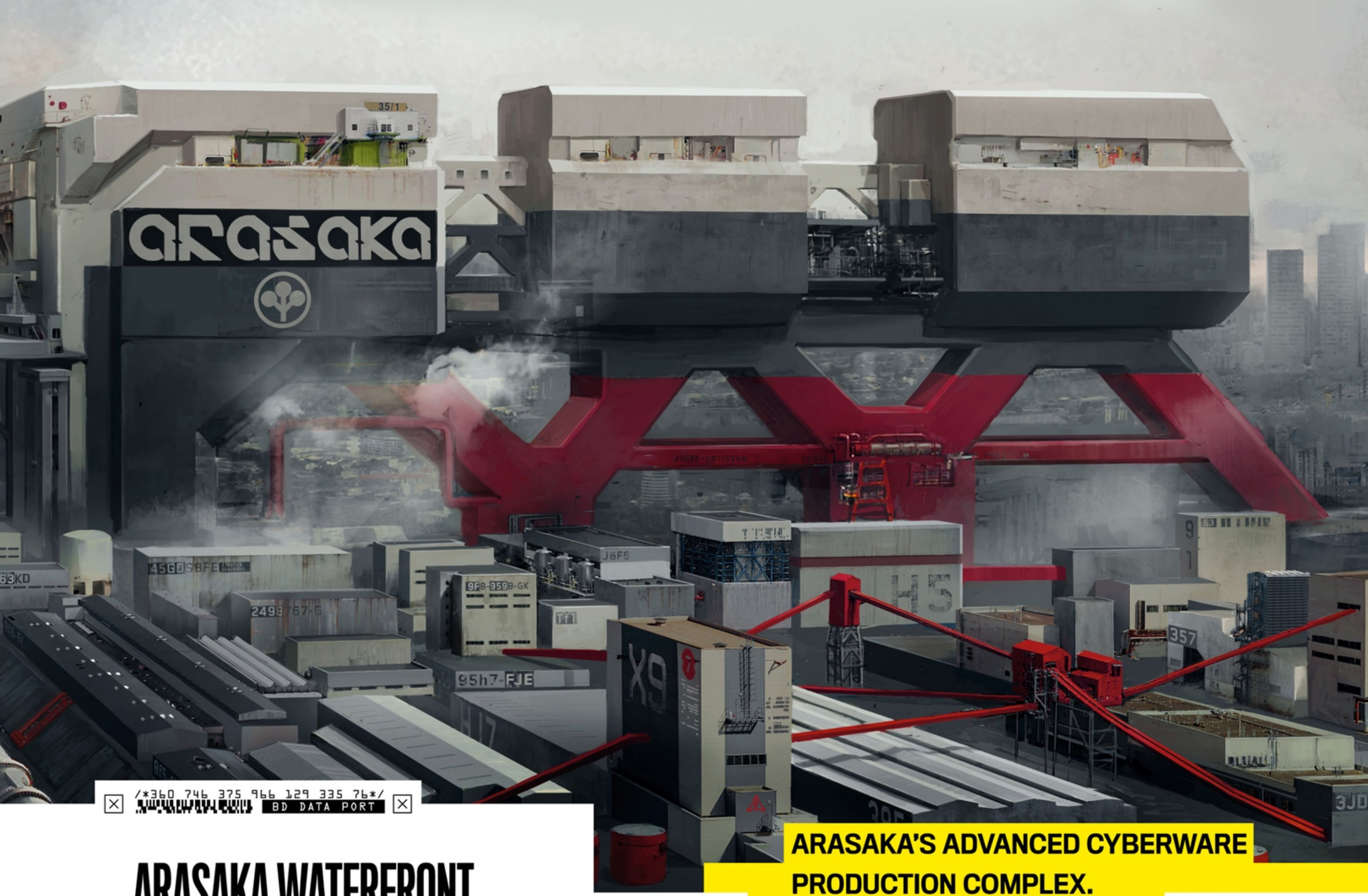
But those are just regular people. Some other residents of the NID are much, much worse. My guide asks me If I've heard about the Maelstrom gang. In fact I have. It's why I packed a gun when we came down here, but the stories I've heard make me doubt that a gun would be of any use if we met them. She calls them "freaking cyborgs," and tells me that the NID is their turf. They use its abandoned buildings as hideouts, illegal braindance studios, and warehouses for the loot they steal from the corporate transports.

"You walk into one of those places, you're as good as dead." This time she's not smiling.

STEINBECK STREET IN THE NID.



/*724 920 024 624 745 945 63*/
BD DATA PORT



/*360 746 375 966 129 335 76*/
BD DATA PORT

ARASAKA'S ADVANCED CYBERWARE PRODUCTION COMPLEX.

ARASAKA WATERFRONT

The Waterfront is the bulwarked island of corporate authority in the lawless sea of Watson. If you're not from Arasaka, there's nothing for you out there . . . "Unless you're looking to steal something, of course," my guide tells me. "In that case, be sure to cut me in." She doesn't like Arasaka, that's for sure.

The Arasaka Waterfront is an important link in the corporation's local supply chain. Official data states that hundreds of shipments come through the Waterfront every month, packed and sorted by automated robots to be sent to other corporate-owned warehouses and outposts.

You can't see much of it though. The first act of the Japanese zaibatsu was to build a wall around the Waterfront to keep Watson inhabitants at bay—gangers, scavengers, and meddlesome reporters like me. Reinforced with motion detectors, electrified razor wire, and autonomic armored gun turrets, the wall protects Arasaka property from unwanted guests and trespassers. My guide refuses to lead me closer to the main gate. "If you want to go there without proper authorization, you might as well be walking into a Maelstrom hideout. There's no difference. Your body won't ever be found either way." ☒

ADVERTISEMENT LINK
↗ SERIAL/ G53-FW57-63RU-131I /

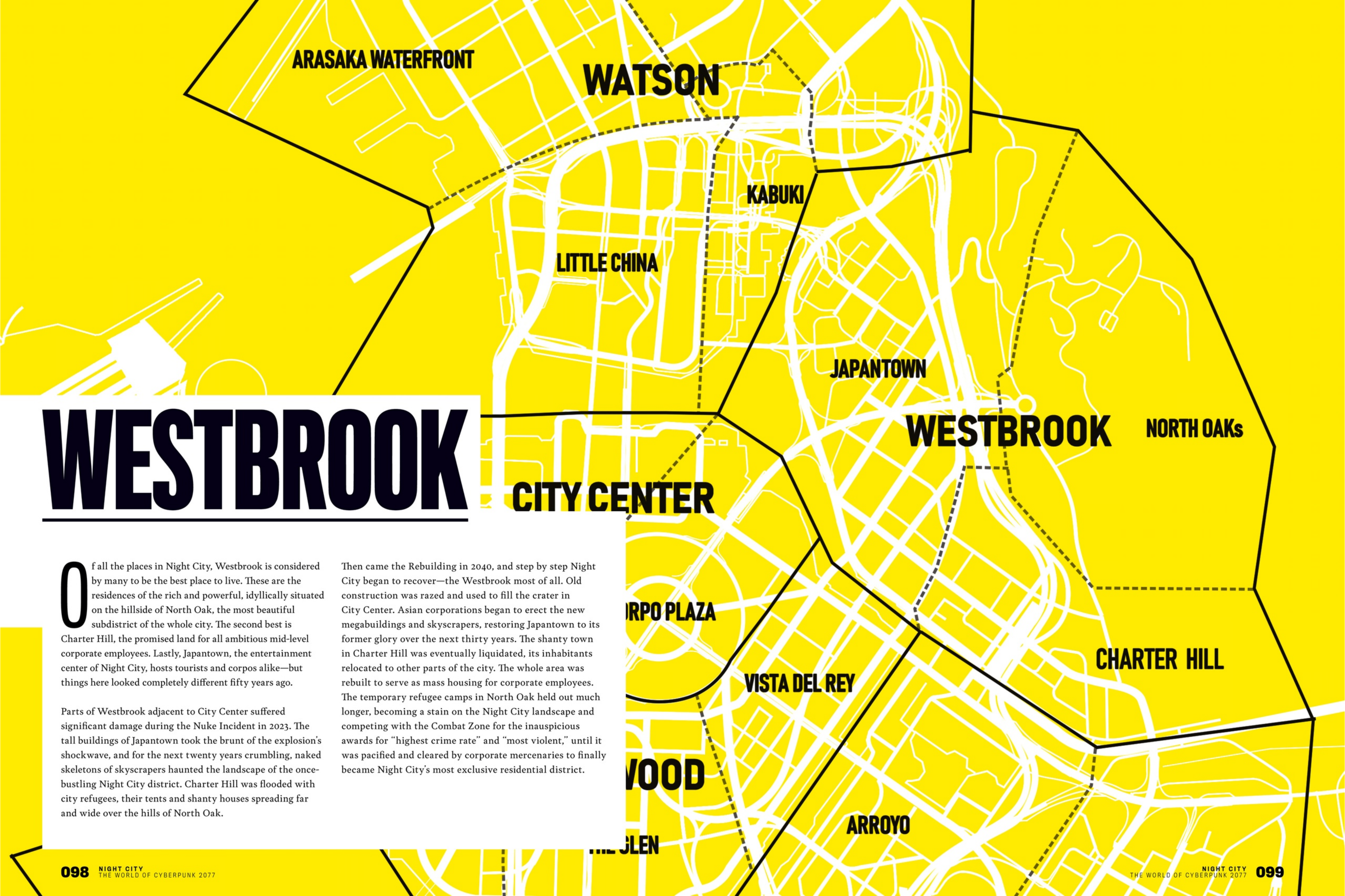
WATSON WHORE
NEW EPISODES // WED 10PM
ONLY ON WNS

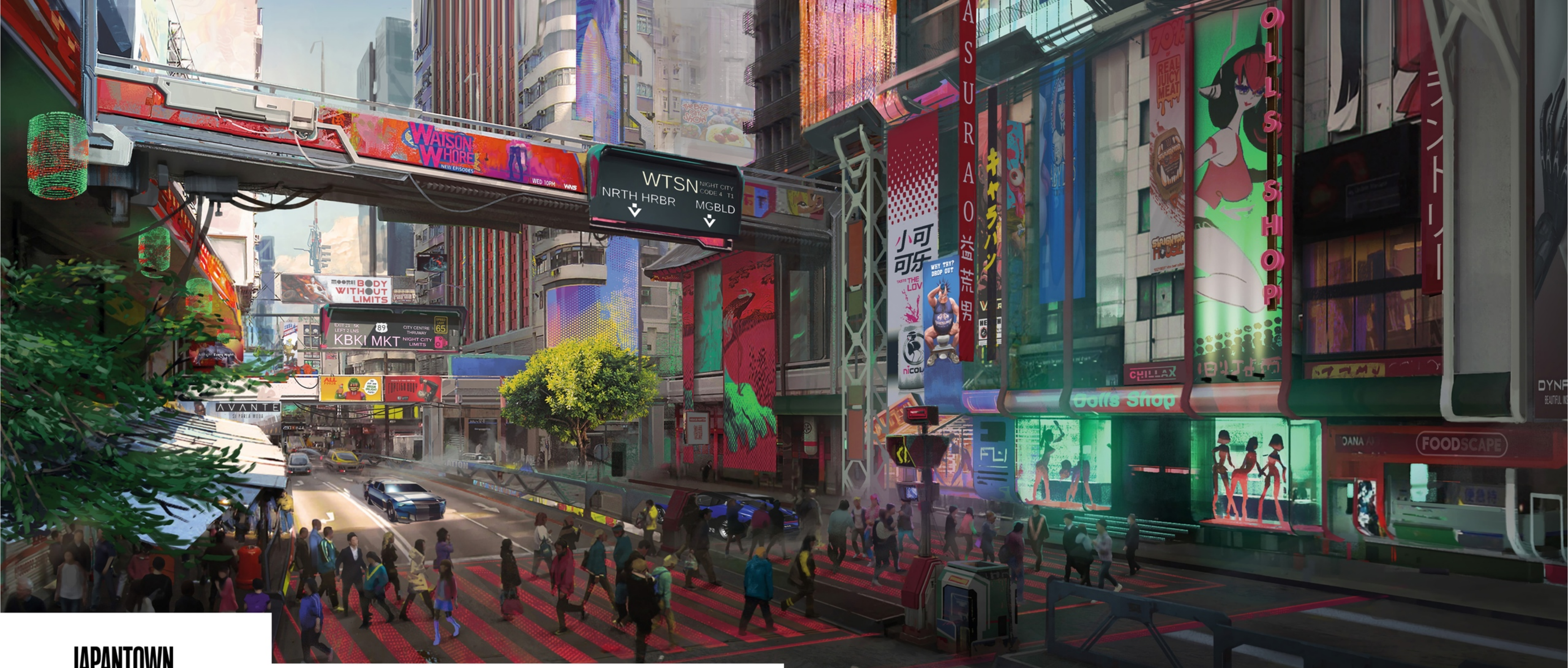
WESTBROOK

Of all the places in Night City, Westbrook is considered by many to be the best place to live. These are the residences of the rich and powerful, idyllically situated on the hillside of North Oak, the most beautiful subdistrict of the whole city. The second best is Charter Hill, the promised land for all ambitious mid-level corporate employees. Lastly, Japantown, the entertainment center of Night City, hosts tourists and corpos alike—but things here looked completely different fifty years ago.

Parts of Westbrook adjacent to City Center suffered significant damage during the Nuke Incident in 2023. The tall buildings of Japantown took the brunt of the explosion's shockwave, and for the next twenty years crumbling, naked skeletons of skyscrapers haunted the landscape of the once-bustling Night City district. Charter Hill was flooded with city refugees, their tents and shanty houses spreading far and wide over the hills of North Oak.

Then came the Rebuilding in 2040, and step by step Night City began to recover—the Westbrook most of all. Old construction was razed and used to fill the crater in City Center. Asian corporations began to erect the new megabuildings and skyscrapers, restoring Japantown to its former glory over the next thirty years. The shanty town in Charter Hill was eventually liquidated, its inhabitants relocated to other parts of the city. The whole area was rebuilt to serve as mass housing for corporate employees. The temporary refugee camps in North Oak held out much longer, becoming a stain on the Night City landscape and competing with the Combat Zone for the inauspicious awards for "highest crime rate" and "most violent," until it was pacified and cleared by corporate mercenaries to finally became Night City's most exclusive residential district.




WATSON WHORE
NEW EPISODES
WED 10PM
WTSN
NIGHT CITY CODE 4 T1
NRTH HRBR
MGBLD
BODY WITHOUT LIMITS
KBKI MKT
AVANTE
SI PARLA MODA
ASURA
DOLLS SHOP
Dolls Shop
CHILLAX
FOODSCAPE

A JAPANTOWN AVENUE ON A SUNDAY AFTERNOON.

JAPANTOWN

Primarily inhabited by people of Japanese descent, Japantown during daytime is usually crowded with tourists for whom the many bars, fancy restaurants, gaming parlors, the Cherry Blossom Market, and the Shinto temple are mandatory Night City destinations. Clean and safe by day, this district is a perfect spot for sightseeing, and it's just one bridge away from the famous Corpo Plaza, any one of whose many hotels are a perfect place to stay.

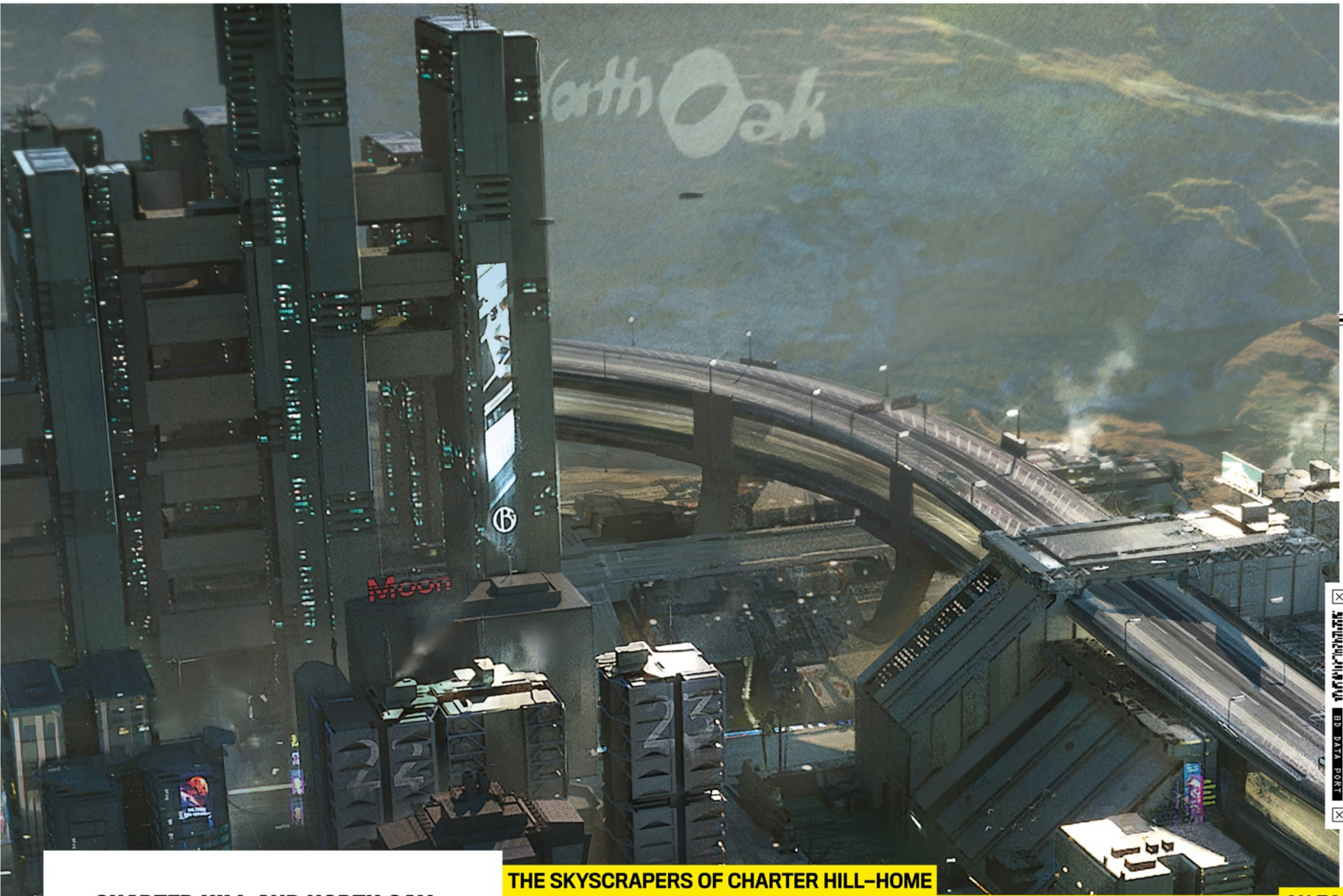
But Japantown also has a second face, which I'm here to see for myself. This time I'm meeting with an old college friend named Marc. As a mid-tier corporate employee, Marc knows Japantown well—maybe too well. Together, we're going to hit Japantown on Friday night. Marc is treating.

After dark, Japantown becomes the party district for the rich—corpos and tourists alike. The corpos are looking to blow off some steam after another day of the exhausting rat race. The tourists are interested in more sublime entertainment and a wild night in Night City. Both groups visit the same fancy brothels, lose their money in casinos, and get drunk to the point of blackout. Both groups also have to be careful to not cross the Tyger Claws—the gangers that rule this district during the night hours.

"If you're a paying customer," Marc says, "you'll be served properly in one of their semi-legitimate businesses. For example Clouds club hosts the best erotic doll experiences in NC. If you do anything brash or stupid, you'd better have some friends in high places, or things will end up going poorly for you. And by 'poorly,' I mean 'chopped off body parts,' so tread lightly after dark."

ADVERTISEMENT LINK
↗ SERIAL/ H7G-Q24I-7G4H-12D5 /

AVANTE
SI PARLA MODA
NEW LOOK / JADE TOKYO
SPRING COLLECTION 2077



THE SKYSCRAPERS OF CHARTER HILL–HOME TO THE UP-AND-COMERS.

Introducing the new Aerondight
SUBSTANCE AND STYLE
RAYFIELD

ADVERTISEMENT LINK
SERIAL/ G84-H47S-KF74-13JK /

CHARTER HILL AND NORTH OAK

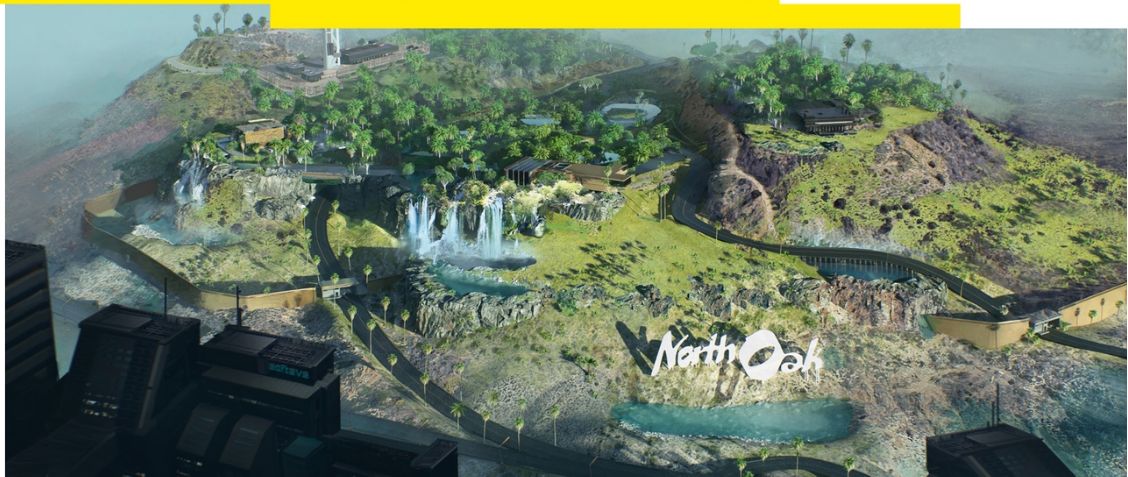
Charter Hill is a relatively new and well-maintained corporate district that was built from scratch during the Rebuilding period. It quickly became quite popular among the upper class of Night City—at least until North Oak became more popular some twenty years ago. Nevertheless, most aspiring mid-level corpos work from sunrise to sunset in Westbrook or City Center, then party in Japantown after a day's work to sleep off their hangover in one of the apartments in Charter Hill. Each of them secretly dreams of becoming CEO of some corporation and moving to North Oak, but that doesn't stop them from burning each other in the hope of achieving that goal. If you see someone not suited up in corpo style, they're probably an up-and-coming musician, artist, or well-paid freelancer who's rich enough to turn their nose up at Little China or Wellsprings.

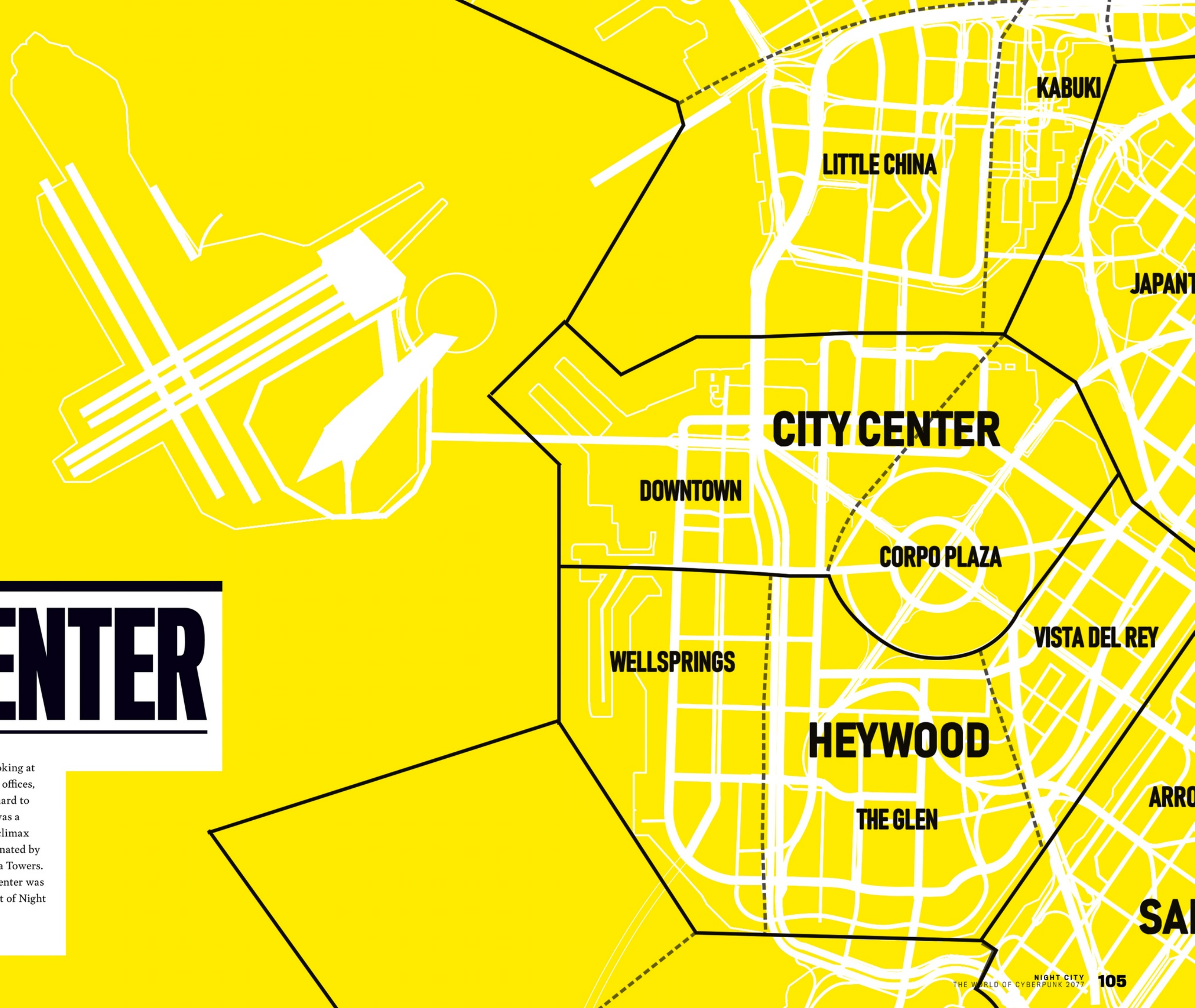
North Oak is the newest part of Night City. it's the exclusive residential district, free of poverty and gangs.

Fifty years ago, there was nothing more here than arid hills framing the north-eastern border of Night City. After the Nuke Incident and the destruction of the Arasaka Twin Towers complex it became the site of temporary refugee camps and favelas for the next twenty-five years. This situation persisted until the early '50s, when the NC government—backed by megacorporations—decided to clear the area by force. Proclaimed as a "war against crime" by the corporate-owned media, this action became a synonym of corporate brutality and prejudice. The North Oak favelas were pacified and razed by corporate developers, and in a few years the area became the most prized part of Night City. Years of the ongoing corporate-media campaign eventually watered down and finally hushed the whole incident—not only to avoid negative PR, but to raise land value. Many rich people were initially reluctant to buy land where some dirty homeless had once lived.

These days that story is all but forgotten, and North Oak is home to the untouchable elite—corporate CEOs, hedge fund managers, and investment bankers, but also to the various showbiz figures: BD producers and stars, and musicians. Outsiders are not welcome here, and private security is tight. I had to rent an aerial vehicle just to catch a glimpse of the famous district. We flew along the border of North Oak, since the flight zone over the district is also monitored by security agencies and my pilot did not want to risk his license—or his life—by breaking the law for his standard fee. Nevertheless, the view was magnificent. The whole area consists of vast estates, some of them with their own micro-biome and artificially created landscape. Both the Arasaka Mansion and Kerry Eurodyne's villa lie in North Oak, because here it doesn't matter if you're a corporate owner or a renegade rockerboy—all that matters is how wealthy and famous you are. This is the place that every Night City citizen dreams of living. ☒

AN EAST-FACING VIEW OF THE NORTH OAK HILLS.




KABUKI
LITTLE CHINA
JAPANT
CITY CENTER
DOWNTOWN
CORPO PLAZA
VISTA DEL REY
WELLSPRINGS
HEYWOOD
ARRO
THE GLEN
SA

CITY CENTER

As I stand in the middle of the Corpo Plaza looking at today's City Center—with its megabuildings, offices, bars, pubs, strip clubs, and neon lights—it's hard to believe that about fifty years ago this place was a ruined battlefield, still smoldering after the climax of the Fourth Corporate War, when a nuke was detonated by an unknown party on floor 120 of one of the Arasaka Towers. After years of rebuilding and reconstruction, City Center was restored to its former glory and is once again the seat of Night City's financial and economic power.

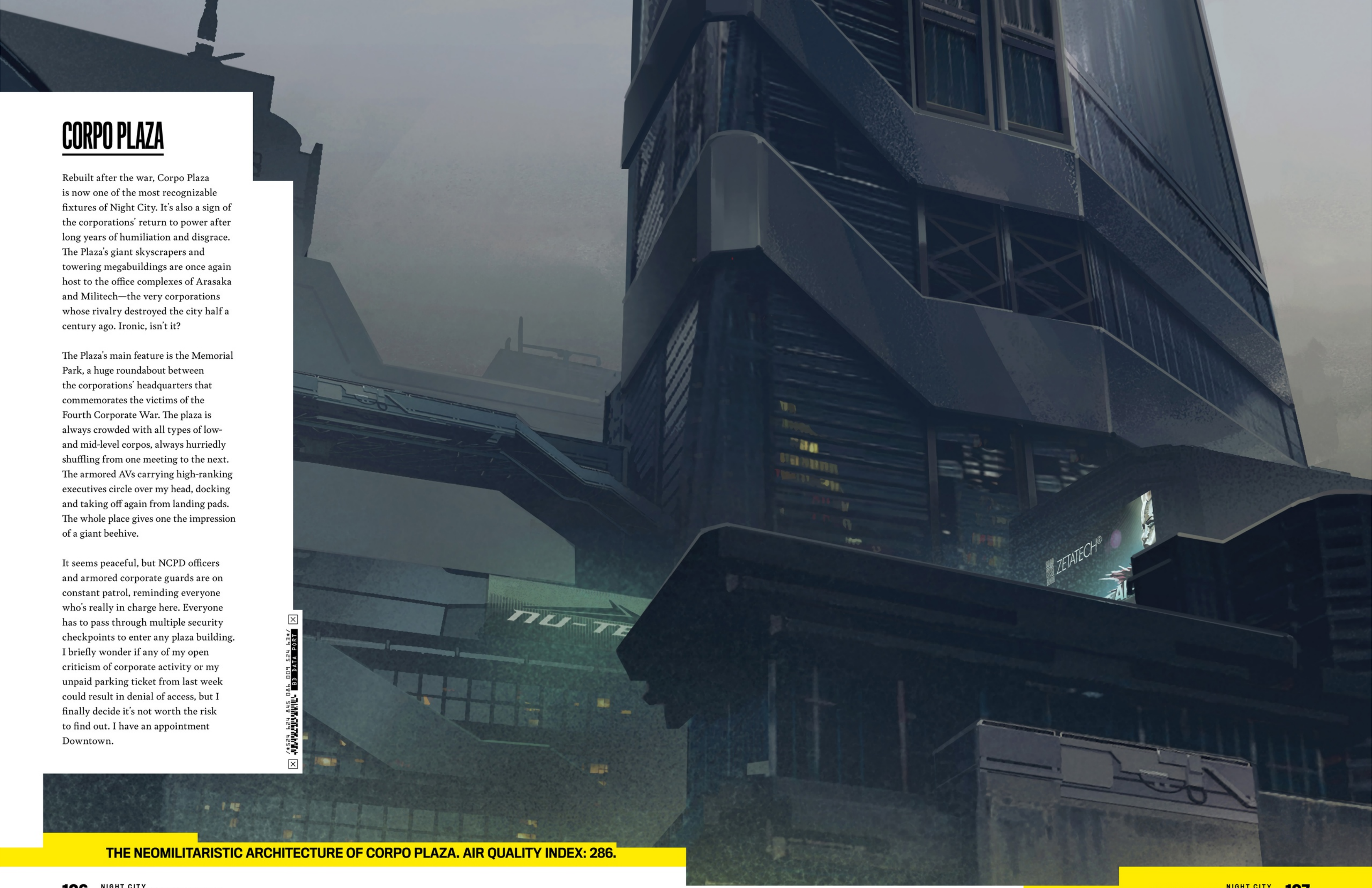
CORPO PLAZA

Rebuilt after the war, Corpo Plaza is now one of the most recognizable fixtures of Night City. It's also a sign of the corporations' return to power after long years of humiliation and disgrace. The Plaza's giant skyscrapers and towering megabuildings are once again host to the office complexes of Arasaka and Militech—the very corporations whose rivalry destroyed the city half a century ago. Ironic, isn't it?

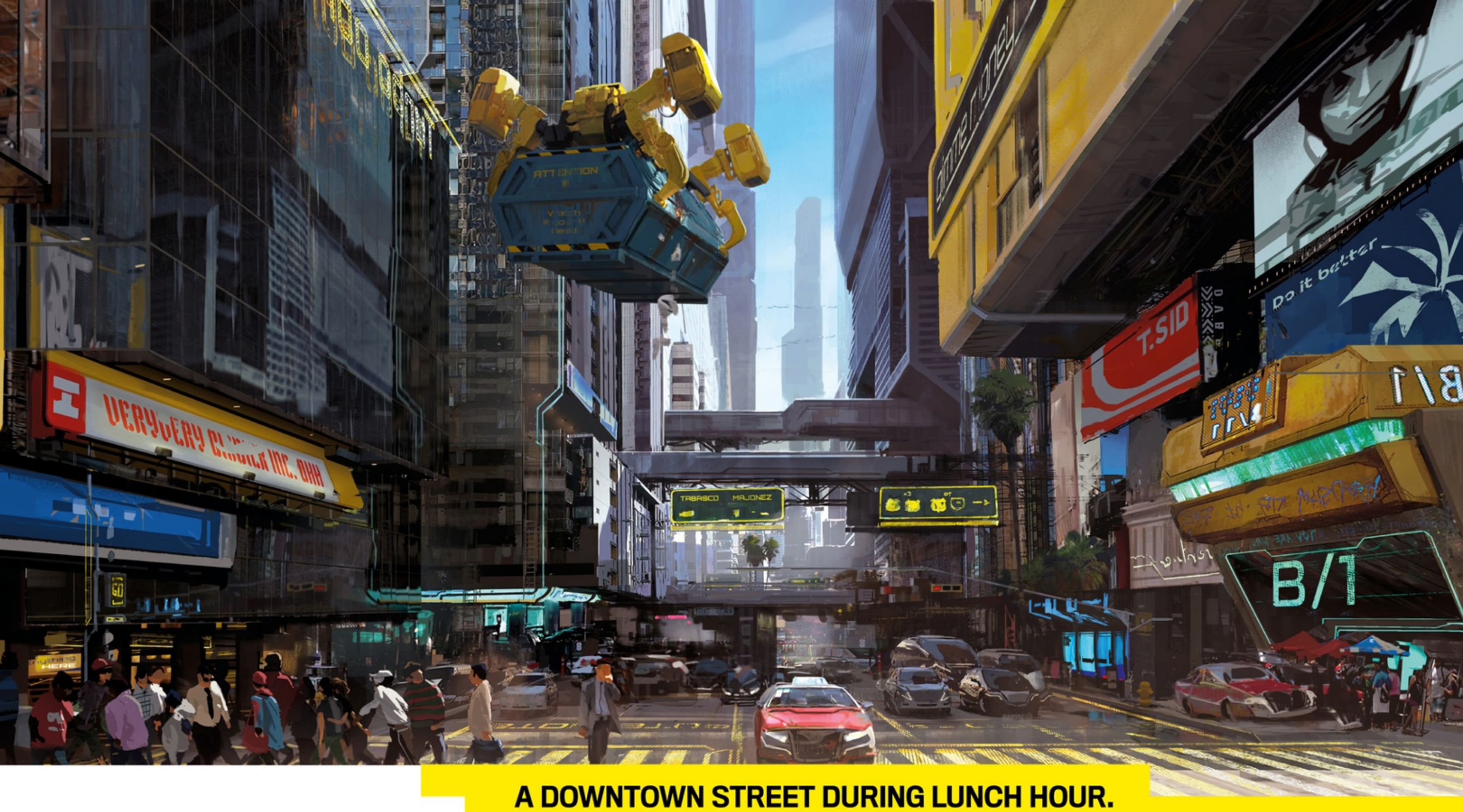
The Plaza's main feature is the Memorial Park, a huge roundabout between the corporations' headquarters that commemorates the victims of the Fourth Corporate War. The plaza is always crowded with all types of low- and mid-level corpos, always hurriedly shuffling from one meeting to the next. The armored AVs carrying high-ranking executives circle over my head, docking and taking off again from landing pads. The whole place gives one the impression of a giant beehive.

It seems peaceful, but NCPD officers and armored corporate guards are on constant patrol, reminding everyone who's really in charge here. Everyone has to pass through multiple security checkpoints to enter any plaza building. I briefly wonder if any of my open criticism of corporate activity or my unpaid parking ticket from last week could result in denial of access, but I finally decide it's not worth the risk to find out. I have an appointment Downtown.

☒ /*524 624 845 086 009 524 63*/ BD DATA PORT ☒



THE NEOMILITARISTIC ARCHITECTURE OF CORPO PLAZA. AIR QUALITY INDEX: 286.



A DOWNTOWN STREET DURING LUNCH HOUR.

DOWNTOWN

Downtown is another one of Night City's newer districts, built from scratch after the Nuke Incident. The history of the old Downtown vanished with the blast wave. Now the massive new office and apartment buildings, corporate hotels, and restaurants emanate a unique posh vibe. I've come here at night, and the wide well-lit streets are buzzing, filled with people and traffic. Neon signs are everywhere, advertising all kinds of pubs, bars, strip clubs, fast food joints and "one night" hotels. Being an upper-tier district, Downtown is also the social heart of Night City.

My friend Marc waits for me in one of the local bars. This time he's gonna show me Downtown after dark, but I'll be paying for myself. We're having some drinks while Marc explains the differences between Downtown, Japantown, and Watson's entertainment district. I notice the first difference when I pay the check in the first nightclub we visit—Downtown is far more expensive, that's for sure.

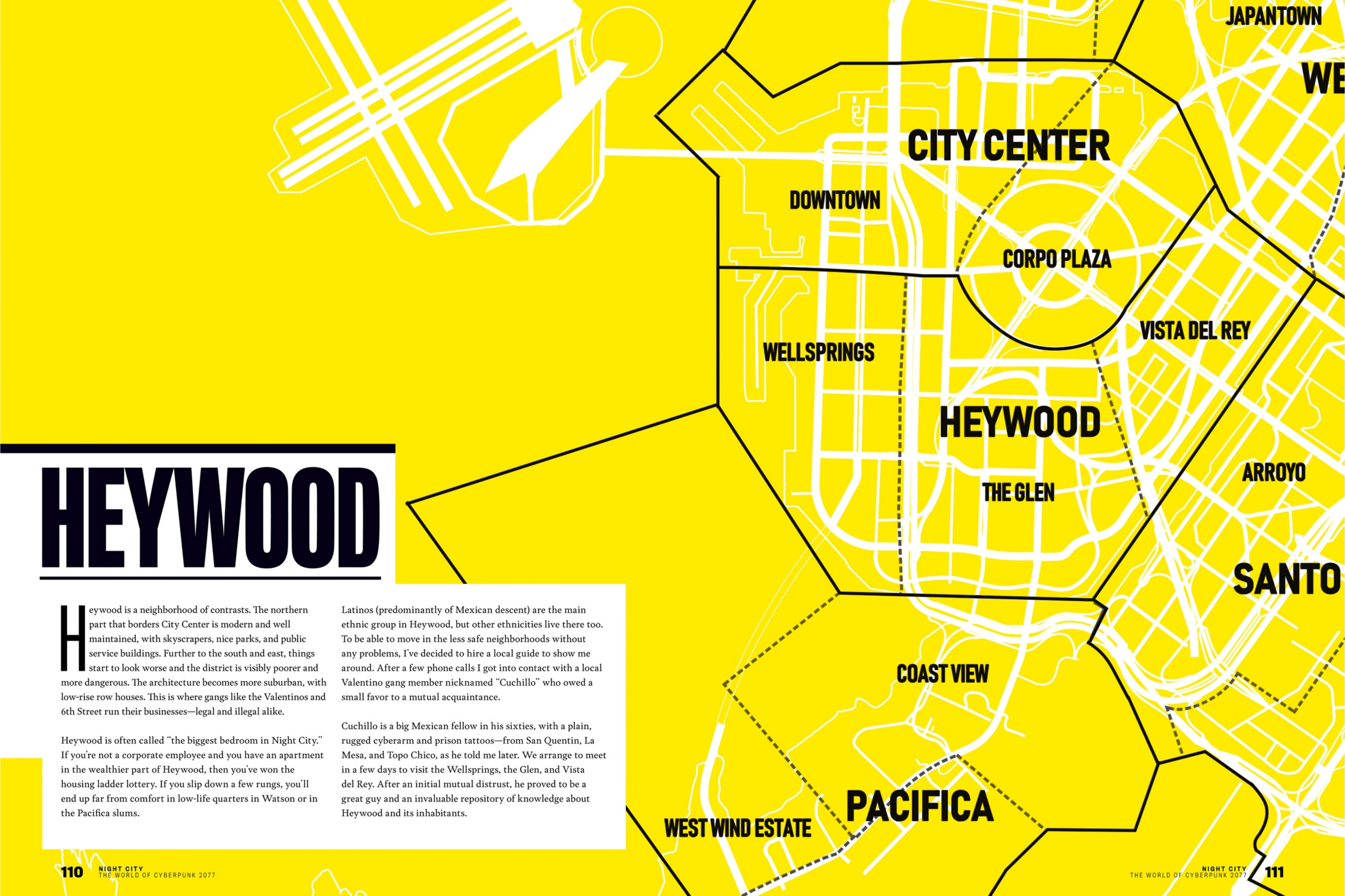
Like the rest of Night City, Downtown has a second face that's hidden during the day and seen only by night. It has dark alleys, shadowy spots, and sleazy hotels where drug deals go down and black braindance is produced. These are the places where gangers from other districts come to have their own kind of fun, and some of them even work as bouncers and bodyguards. ☒

ADVERTISEMENT LINK
↗ SERIAL/ LI4-F526-H64G-T356 /

REAL MAN'S SMELL
kh
KT HENRY

NEW EMPIRE
FOCUS ON WINNING THIS FALL

ADVERTISEMENT LINK
↗ SERIAL/ S44-42GG-S6HD-II5D /



HEYWOOD

Heywood is a neighborhood of contrasts. The northern part that borders City Center is modern and well maintained, with skyscrapers, nice parks, and public service buildings. Further to the south and east, things start to look worse and the district is visibly poorer and more dangerous. The architecture becomes more suburban, with low-rise row houses. This is where gangs like the Valentinos and 6th Street run their businesses—legal and illegal alike.

Heywood is often called "the biggest bedroom in Night City." If you're not a corporate employee and you have an apartment in the wealthier part of Heywood, then you've won the housing ladder lottery. If you slip down a few rungs, you'll end up far from comfort in low-life quarters in Watson or in the Pacifica slums.

Latinos (predominantly of Mexican descent) are the main ethnic group in Heywood, but other ethnicities live there too. To be able to move in the less safe neighborhoods without any problems, I've decided to hire a local guide to show me around. After a few phone calls I got into contact with a local Valentino gang member nicknamed "Cuchillo" who owed a small favor to a mutual acquaintance.

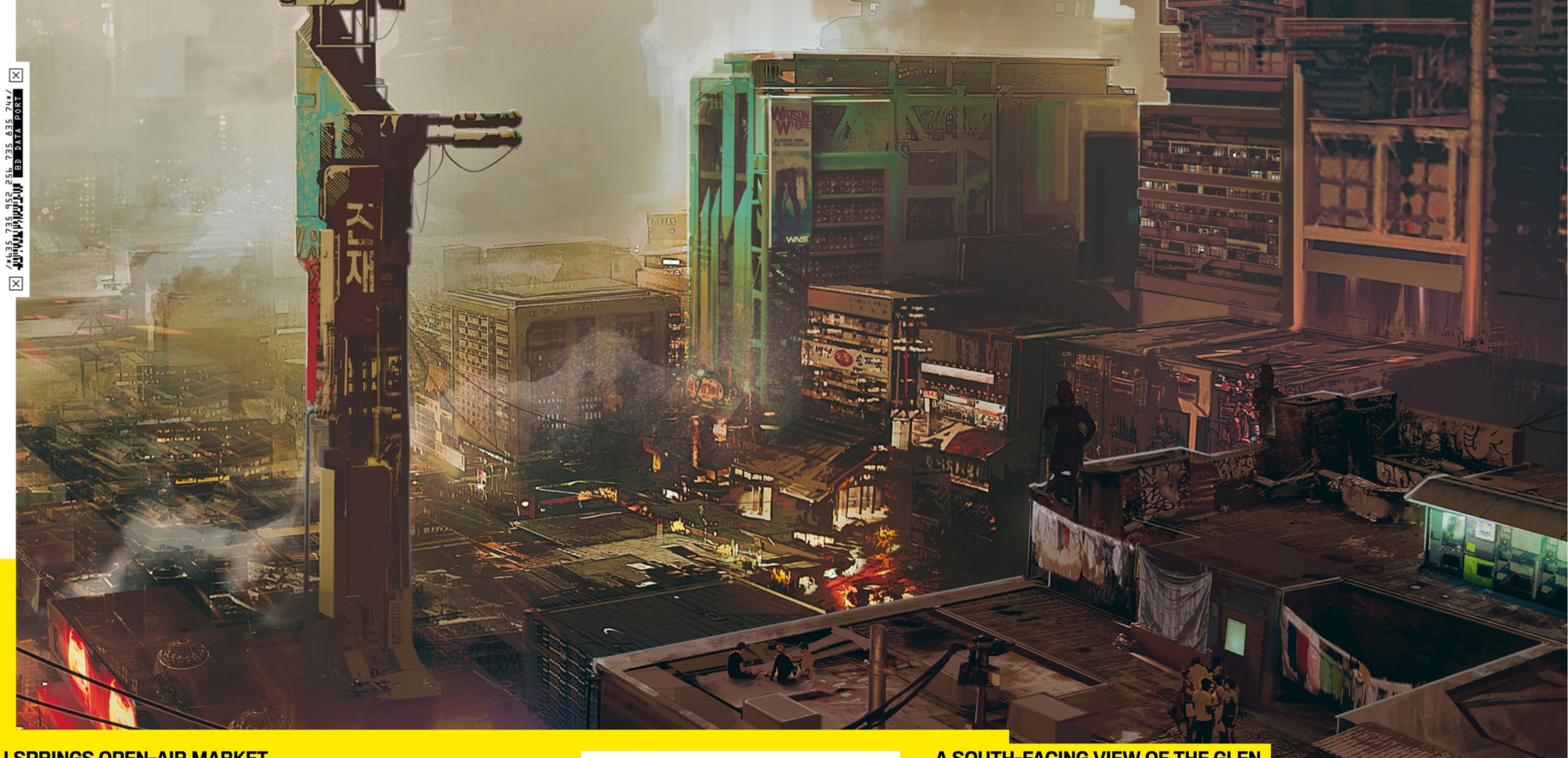
Cuchillo is a big Mexican fellow in his sixties, with a plain, rugged cyberarm and prison tattoos—from San Quentin, La Mesa, and Topo Chico, as he told me later. We arrange to meet in a few days to visit the Wellsprings, the Glen, and Vista del Rey. After an initial mutual distrust, he proved to be a great guy and an invaluable repository of knowledge about Heywood and its inhabitants.

WELLSPRINGS

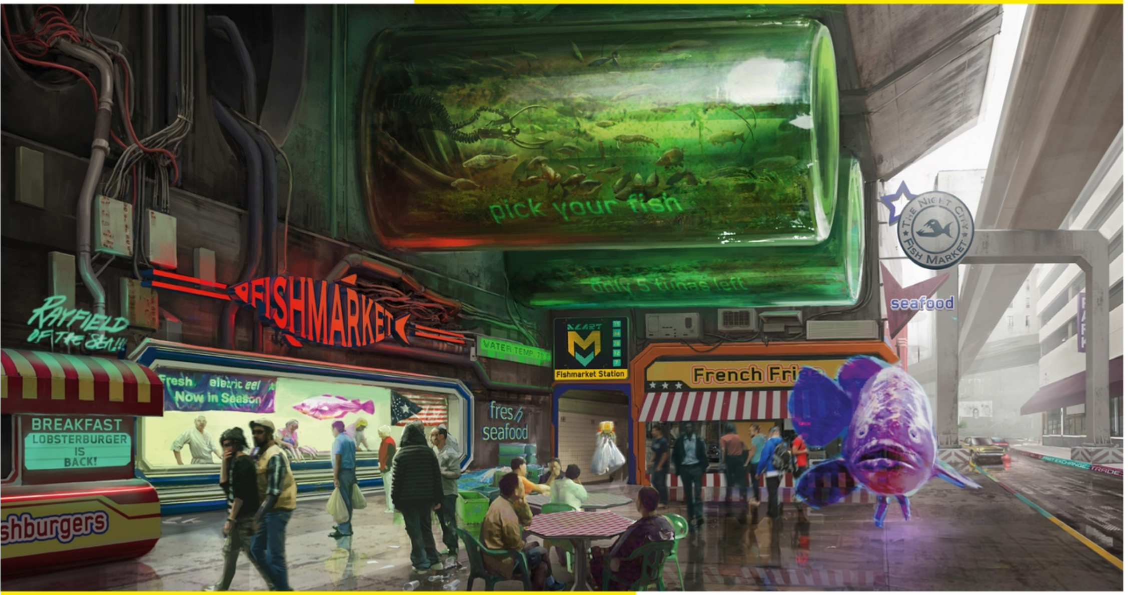
We begin our journey through Heywood in Wellsprings, a relatively safe subdistrict, at least on its west side that borders City Center. Buildings here are newer and modern, erected late in the rebuilding of Night City. As we gradually travel to the southwest, we see the buildings getting smaller and older. Apartments range from mid-tier to cheap, but Wellsprings manages to keep an overall aura of class. Most of the buildings were built in the second phase of reconstruction. It's part of the city where average people live.

On the east side you'll come across shanty houses, evoking memories from the Rebuilding over thirty five years ago. I spot more and more Valentinos' graffiti and gang members on the street, but I don't feel threatened—they're minding their own business. I've heard that they run smuggling operations there, but during the day you'd never know it.

We decide to visit the Glen the next day.



A SOUTH-FACING VIEW OF THE GLEN.
AIR QUALITY INDEX: 252.



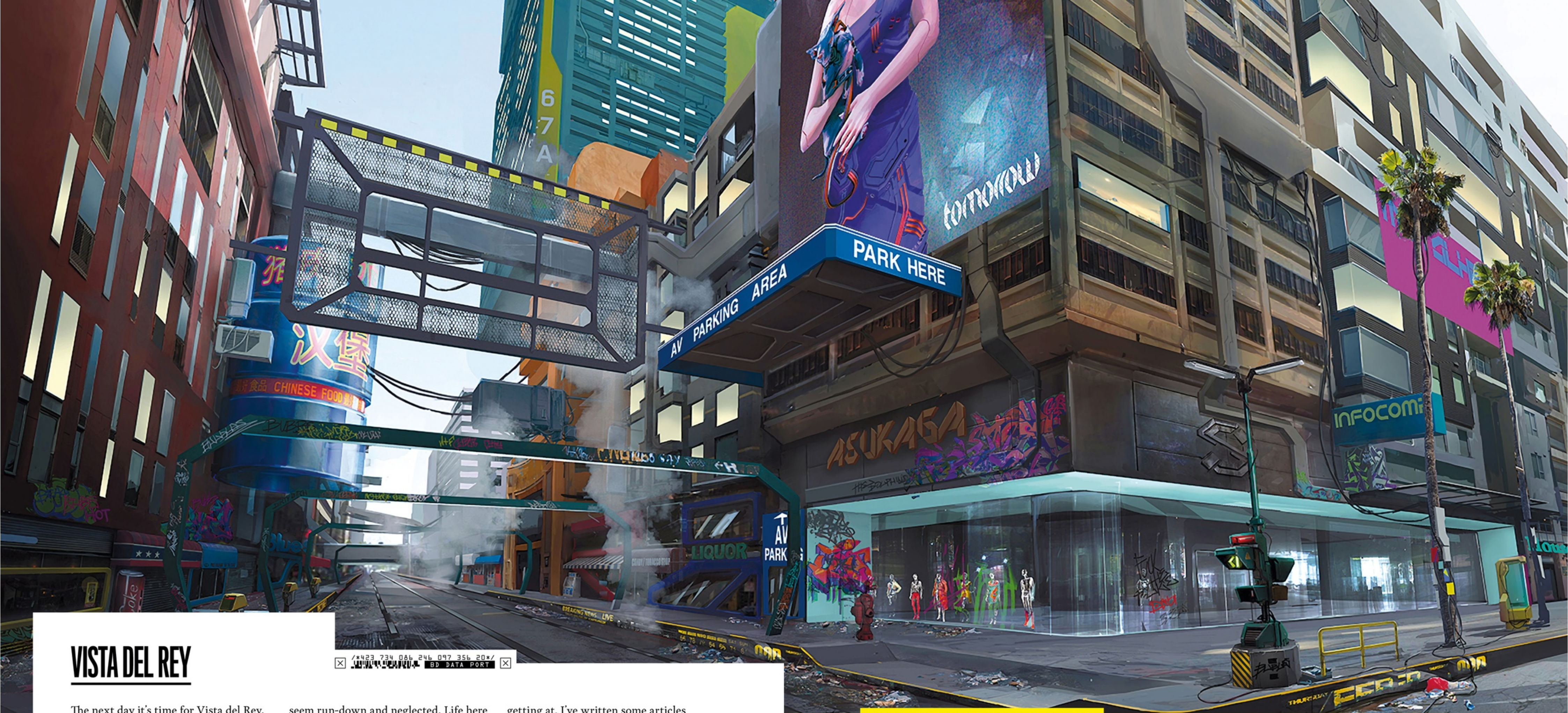
WELLSPRINGS OPEN-AIR MARKET.

THE GLEN

During the Rebuilding period, when Night City struck a deal with corporations to aid in the city's reconstruction, the Glen was planned as the new seat of power for the NC government. As we first enter from the Corpo Plaza, the Glen seems like a nice place. The state-owned subdistrict is rich, clean, and mostly crime free. Reconciliation Park is tidy and pleasant, surrounded by some elegant architecture, behind which stands the new City Hall, the seat of current mayor Lucius Rhyne. Considering my past articles about the corruption in City Hall and my guide's criminal background, we decide to stay away. We wouldn't be welcome.

Not so far from City Hall, things start to look worse. Buildings are uglier and poorer, and we enter the zone where gangs reign: the turf of the Valentinos and the 6th Street gang. I'll bet they skip this part in the official Night City tour guide. The fact that this poorer area exists only a few blocks away from City Hall shines an unflattering light on the municipal government.

As the buildings get more dilapidated, it's impossible to ignore the clear correlation between their quality and societal wealth and class. The Valentinos are omnipresent here. "Chicos usually keep to their own business, but sometimes shit just happens," Cuchillo tells me. He clearly feels at home here. A few of the Valentinos greet him with a nod. We eat lunch in a restaurant named El Pinche Pollo. We're enjoying quesadillas while surrounded by Valentinos and a couple of European tourists—German, I think. They seem a little bit lost here, and they're asking for directions in thickly accented English. Cuchillo explains to them how to get back to City Center, and we're soon on our way ourselves.



VISTA DEL REY STREETS AT 5 AM.

VISTA DEL REY

/*423 734 086 246 097 356 20*/
BD DATA PORT

The next day it's time for Vista del Rey. This is the poorest part of Heywood, and is dramatically afflicted with poverty and violence.

"The older residents are moving out," says Cuchillo, and I can clearly see why. Gangs have overrun this place. The streets are definitely less crowded. Graffiti on the walls of crumbling buildings indicates that the Valentinos are the true power here, but my guide warns me that there are still a few places held by guys from the 6th Street gang. We're gonna try to avoid them. Megabuildings and apartment blocks seem run-down and neglected. Life here goes on, but I can't shake off the feeling that this part of city is dying a slow and painful death.

The people here look at me suspiciously, but they are clearly more relaxed when they notice Cuchillo. "They wonder if you're gathering info for corpos," he tells me. "The corpos are hungry for this distrito, comprende? Those pendejos will be here sooner or later. And we'll be ready for them."

Cuchillo smiles and stretches his cyberarm. I understand what he's getting at. I've written some articles about corporate developers. Vista del Rey neighbors Corporate Plaza and North Oak, both of which are under corporate control, and a dying district filled with poor folks and gangers must be really irritating for the corporate douchebags next door. They would probably try to take this area by force if they weren't afraid of the bad PR that the pacification of an entire district would cost them. Poor as it may be, Vista del Rey is not a combat zone, but it's dangerous none the less. ◘

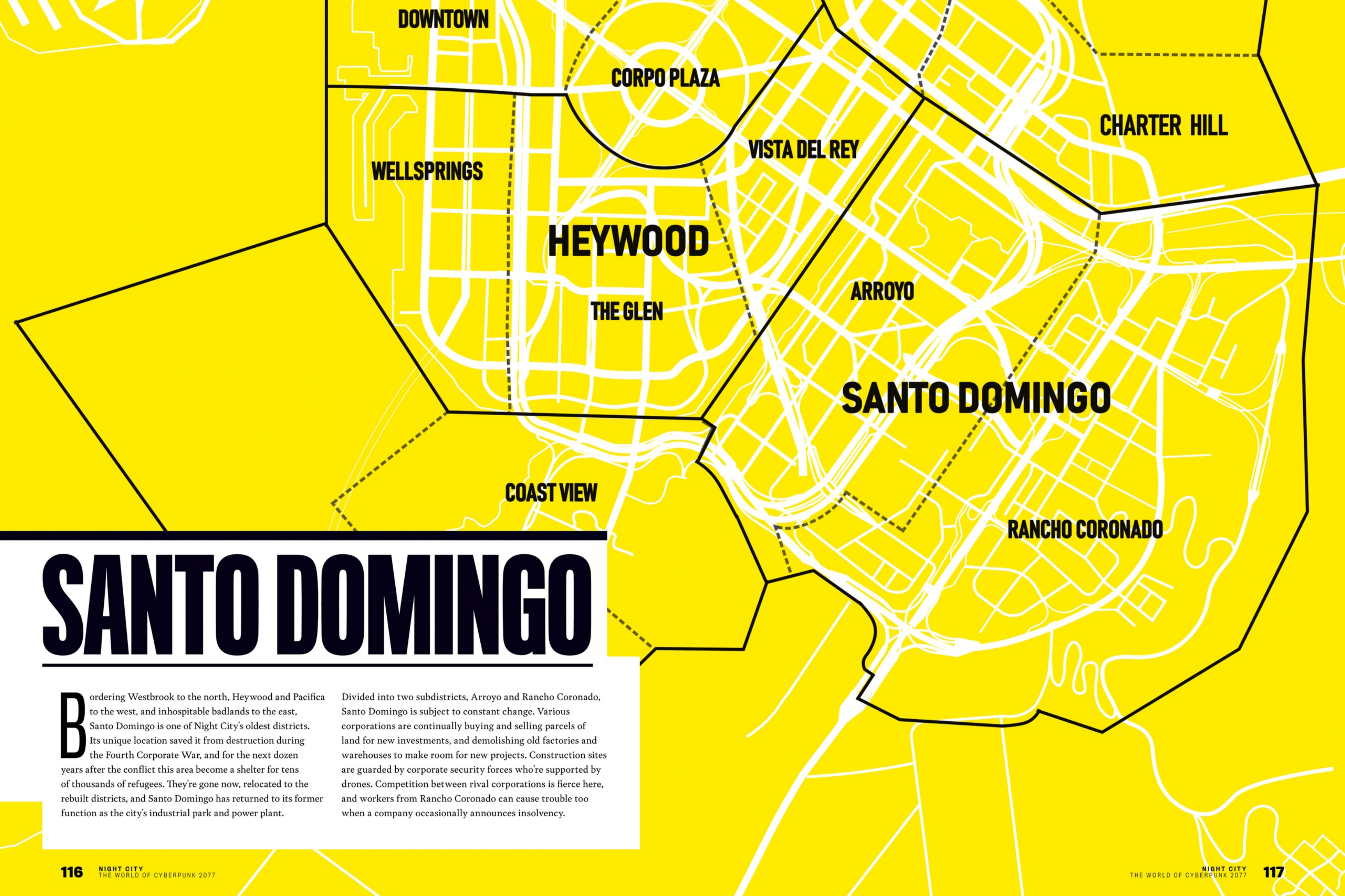
ADVERTISEMENT LINK
↗ SERIAL/ 3G6-0SG6-SD57-1DH4 /

SET SAIL
FOR FLAVOR!
ONLY 1E$
CAPITAN
CALIENTE

SANTO DOMINGO

Bordering Westbrook to the north, Heywood and Pacifica to the west, and inhospitable badlands to the east, Santo Domingo is one of Night City's oldest districts. Its unique location saved it from destruction during the Fourth Corporate War, and for the next dozen years after the conflict this area become a shelter for tens of thousands of refugees. They're gone now, relocated to the rebuilt districts, and Santo Domingo has returned to its former function as the city's industrial park and power plant.

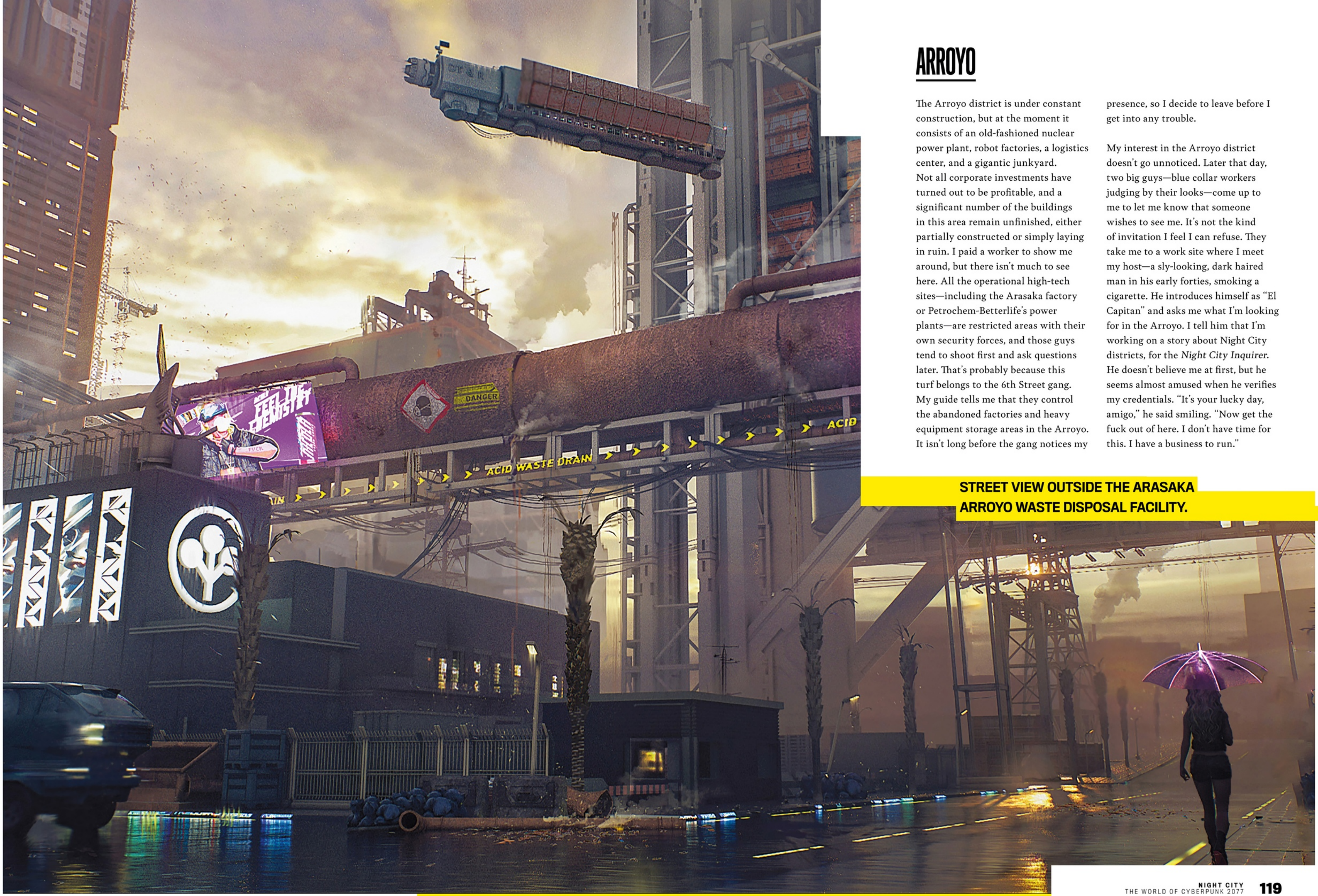
Divided into two subdistricts, Arroyo and Rancho Coronado, Santo Domingo is subject to constant change. Various corporations are continually buying and selling parcels of land for new investments, and demolishing old factories and warehouses to make room for new projects. Construction sites are guarded by corporate security forces who're supported by drones. Competition between rival corporations is fierce here, and workers from Rancho Coronado can cause trouble too when a company occasionally announces insolvency.


DOWNTOWN
CORPO PLAZA
CHARTER HILL
VISTA DEL REY
WELLSPRINGS
HEYWOOD
ARROYO
THE GLEN
SANTO DOMINGO
COAST VIEW
RANCHO CORONADO

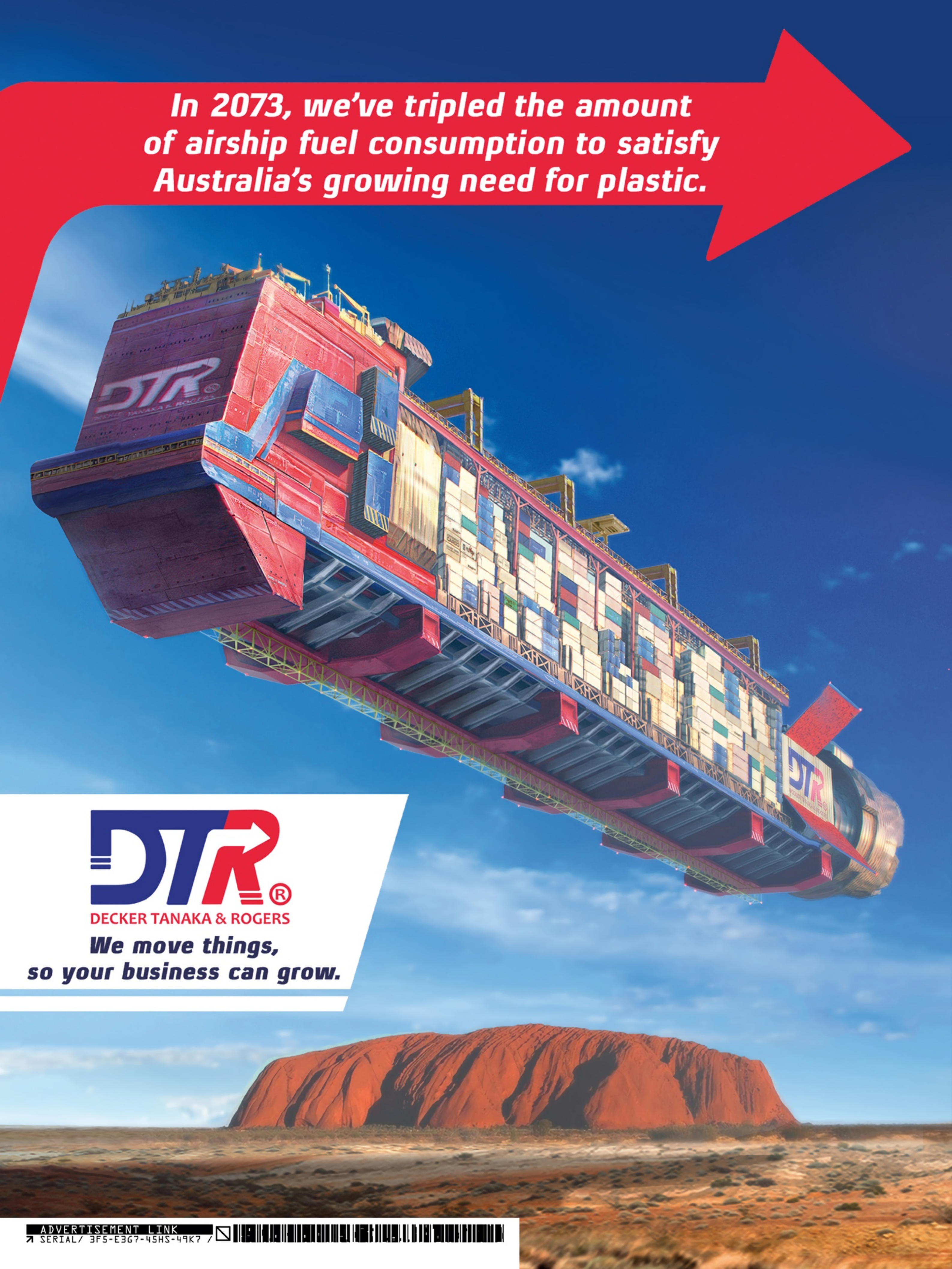
ARROYO

The Arroyo district is under constant construction, but at the moment it consists of an old-fashioned nuclear power plant, robot factories, a logistics center, and a gigantic junkyard.
Not all corporate investments have turned out to be profitable, and a significant number of the buildings in this area remain unfinished, either partially constructed or simply laying in ruin. I paid a worker to show me around, but there isn't much to see here. All the operational high-tech sites—including the Arasaka factory or Petrochem-Betterlife's power plants—are restricted areas with their own security forces, and those guys tend to shoot first and ask questions later. That's probably because this turf belongs to the 6th Street gang. My guide tells me that they control the abandoned factories and heavy equipment storage areas in the Arroyo. It isn't long before the gang notices my presence, so I decide to leave before I get into any trouble.

My interest in the Arroyo district doesn't go unnoticed. Later that day, two big guys—blue collar workers judging by their looks—come up to me to let me know that someone wishes to see me. It's not the kind of invitation I feel I can refuse. They take me to a work site where I meet my host—a sly-looking, dark haired man in his early forties, smoking a cigarette. He introduces himself as "El Capitan" and asks me what I'm looking for in the Arroyo. I tell him that I'm working on a story about Night City districts, for the *Night City Inquirer*. He doesn't believe me at first, but he seems almost amused when he verifies my credentials. "It's your lucky day, amigo," he said smiling. "Now get the fuck out of here. I don't have time for this. I have a business to run."



STREET VIEW OUTSIDE THE ARASAKA ARROYO WASTE DISPOSAL FACILITY.

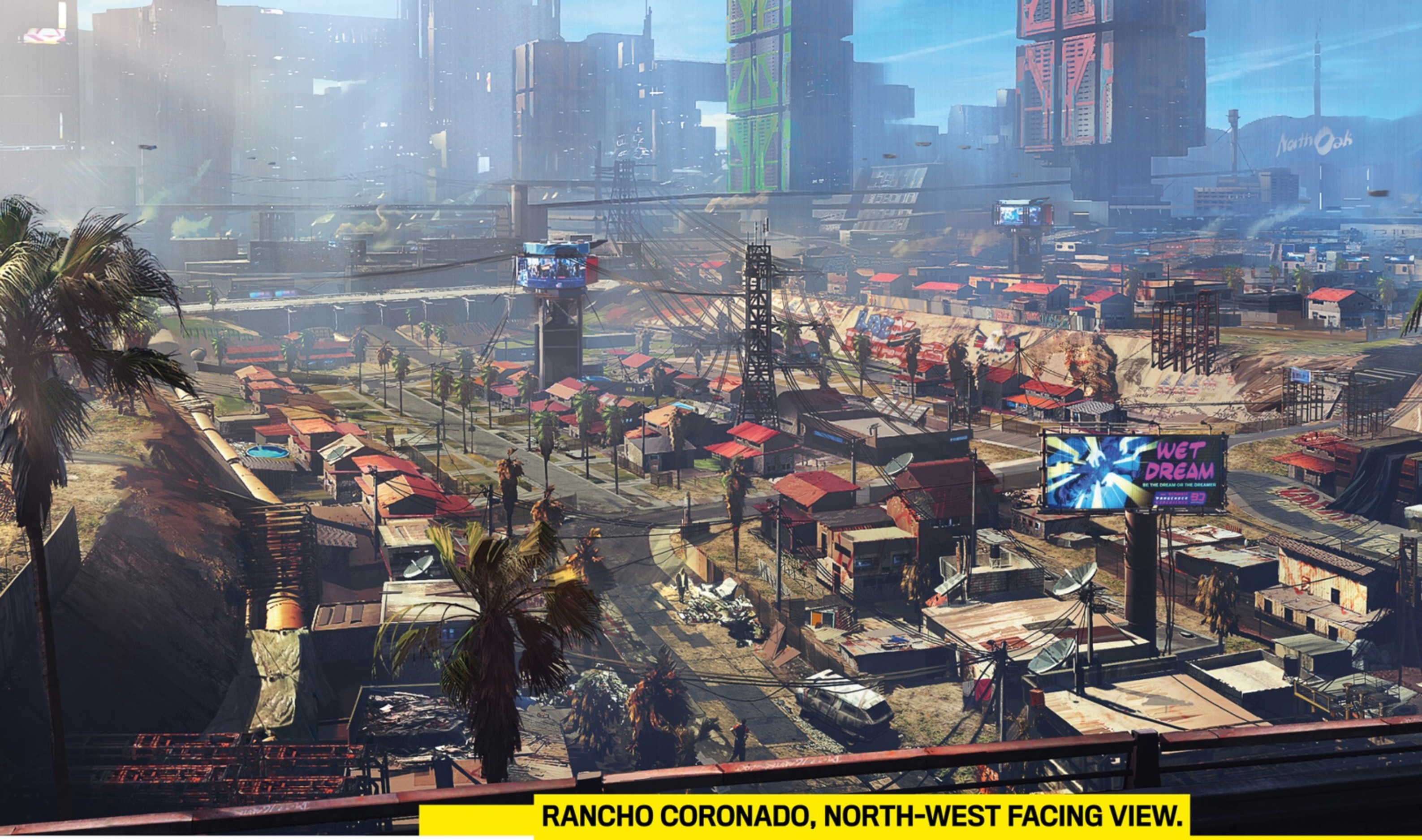


In 2073, we've tripled the amount of airship fuel consumption to satisfy Australia's growing need for plastic.

DTR®
DECKER TANAKA & ROGERS

We move things, so your business can grow.

ADVERTISEMENT LINK
↗ SERIAL/ 3F5-E3G7-45HS-49K7 /


North Oak
WET DREAM
BE THE DREAM OR THE DREAMER

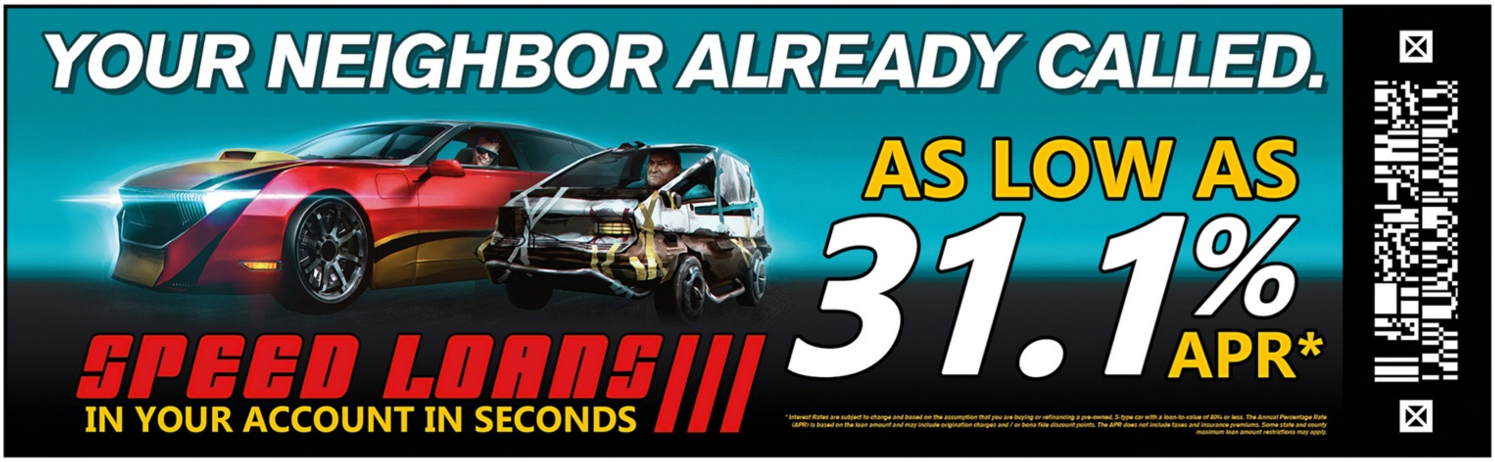
RANCHO CORONADO, NORTH-WEST FACING VIEW.
AIR QUALITY INDEX: 174.

RANCHO CORONADO

Rancho Coronado looks like a self-sufficient town within Night City's borders. The corporations who own the Arroyo factories planned and advertised it as a place for their workers to live out the real American dream. Rancho Coronado consists almost solely of identical cookie-cutter houses, reminiscent of the ones seen in mid twentieth century American suburbs. I've seen the advertisements, but I had never been there myself.

The district has its own bars, shopping, school, park, restaurants, and even a metro station. Security is overseen by the 6th Street gang, as the NCPD is spread too thin to maintain overwatch on the suburbs. Residents of Rancho Coronado are primarily mid- and high-ranking factory workers, and some corpos who're tired of Night City's lights and noise. Most of them work in Arroyo and don't need to leave Santo Domingo for their entire lives. Despite its utopian concept, you can clearly see the evidence of neglect and disrepair. Rancho Coronado is far from paradise. I can't shake the feeling that this place was designed as one giant hamster habitat to keep high-profile workers well-fed and happy. Still, people living here are among those lucky few who don't have to worry about jobs, shelter, or food. ☒

ADVERTISEMENT LINK
↗ SERIAL/ 8K6-9KD4-2D6H-1IIG /



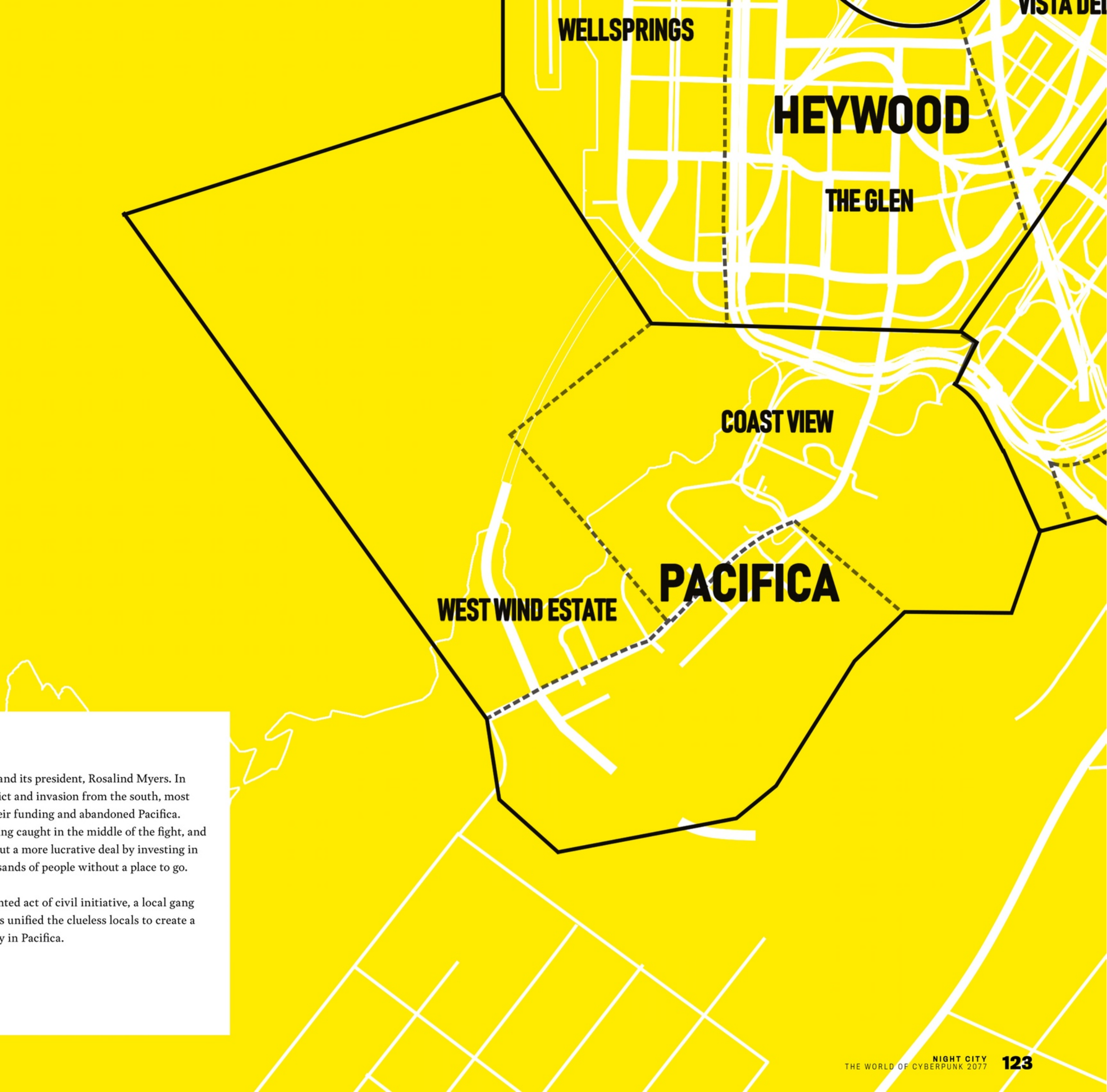
* Interest Rates are subject to change and based on the assumption that you are buying or refinancing a pre-owned, S-type car with a loan-to-value of 80% or less. The Annual Percentage Rate (APR) is based on the loan amount and may include origination charges and / or bona fide discount points. The APR does not include taxes and insurance premiums. Some state and county maximum loan amount restrictions may apply.

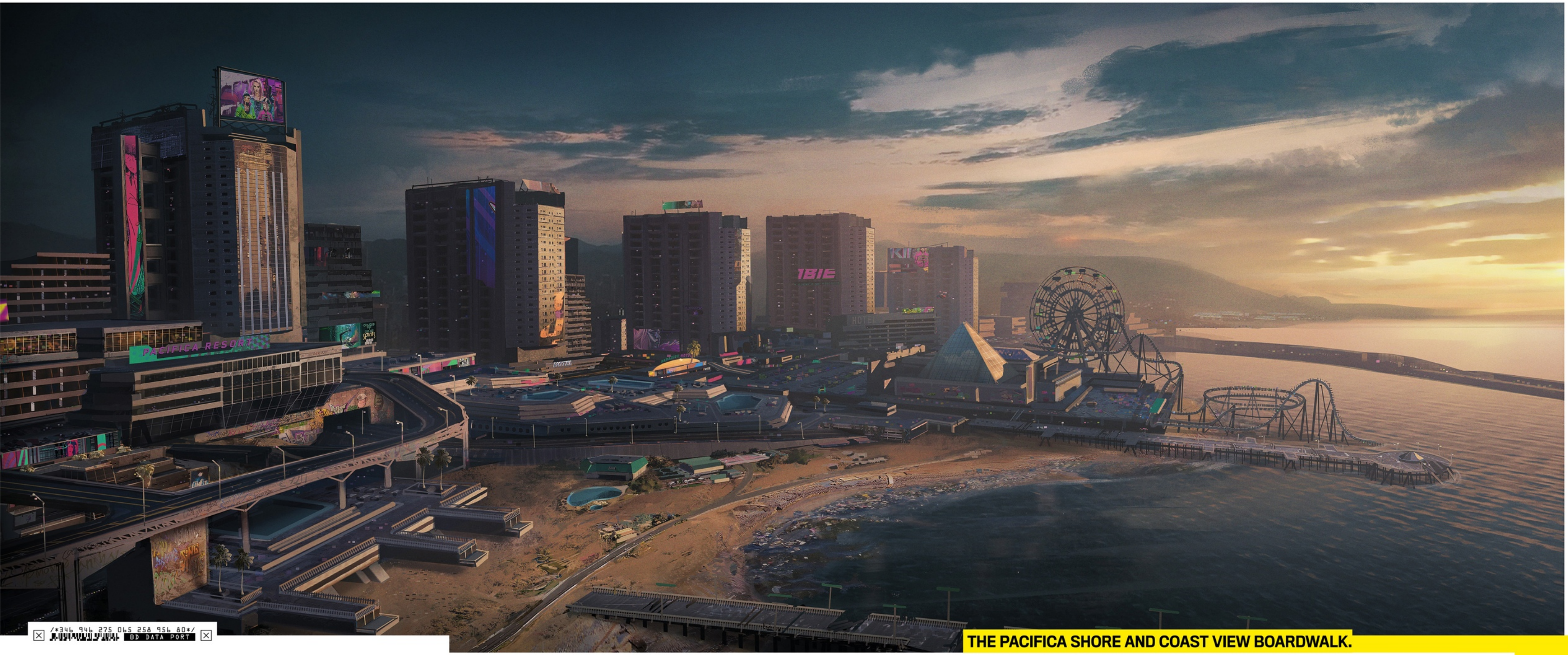
PACIFICA

I'd heard about the Pacifica Projects disaster long before my arrival in Night City—about the billions of dollars lost on this investment. The idea was the result of the economic recovery of the mid-2060s, when investors sought opportunities to make money on tourism. They poured massive sums into the project in an attempt to turn the poor southern suburbs of Night City into a booming tourist resort. They hired Nomads and locals—mainly from Haitian diaspora who had settled here after the destruction of their island—to provide a cheap labor force.

Then came 2069 and the Unification War. South California ended on the federal government's side of the conflict, supporting the NUSA and its president, Rosalind Myers. In the face of a new conflict and invasion from the south, most investors withdraw their funding and abandoned Pacifica. Some fled in fear of being caught in the middle of the fight, and some of them sniffed out a more lucrative deal by investing in the war. This left thousands of people without a place to go.

Then, in an unprecedented act of civil initiative, a local gang called the Voodoo Boys unified the clueless locals to create a new Creole community in Pacifica.





☒ /*346 946 275 065 258 956 80*/ BD DATA PORT ☒

THE PACIFICA SHORE AND COAST VIEW BOARDWALK.

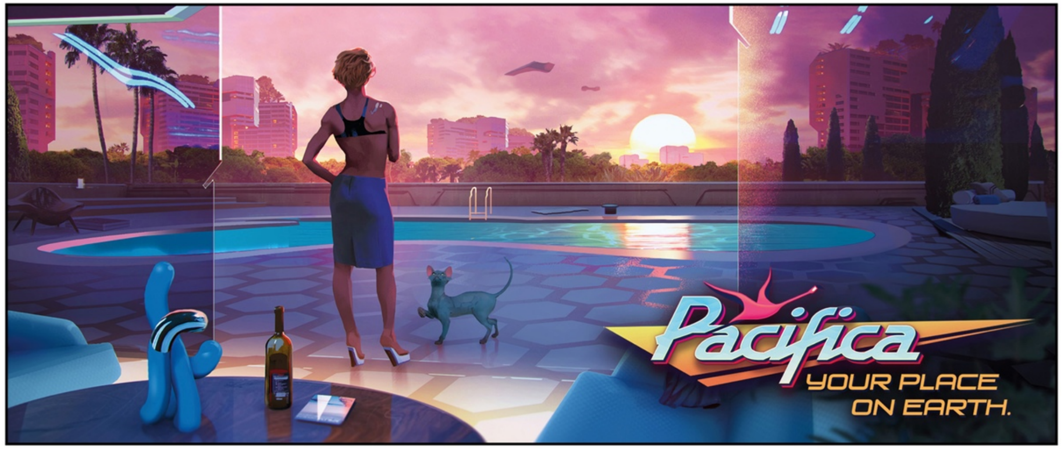
WEST WIND ESTATE AND COAST VIEW

By 2070, when the Unification War ended, some of the previous investors attempted to restart the Pacifica project. This prospect was not welcomed by the local community, which already adapted both districts into favelas. Corporate workers tried to clear the construction area of squatters, but were met with resistance from the Voodoo Boys. Further attempts made by the NCPD escalated to full scale riots that lasted for weeks. Fearing that clearing the neighborhood would result in a bloodbath, the chief of the NCPD ordered the withdrawal of police units from the area. City Council shut down all city services in Pacifica to force the Voodoo Boys and the locals to leave, but to no avail. From that time both the West Wind Estate and Coast View districts slowly turned into a new combat zone within Night City.

Neither the NCPD nor corporate forces have any power in Pacifica. Gang fights and drug trafficking are part of the daily routine here, but the locals have gotten used to it. Outsiders are not welcome here. To go to Pacifica, one should first gain the favor of the Voodoo Boys or one of the other local gangs.

As for now, this situation seems to suit both the Night City government and the denizens of Pacifica. For the city it's easier to contain the district than to solve its problems, and the inhabitants of the combat zone are happy to be left to their own devices. ◘

ADVERTISEMENT LINK
↗ SERIAL/ H64-3D6J-G678-T1S3 / ⧄



CHAPTER 4

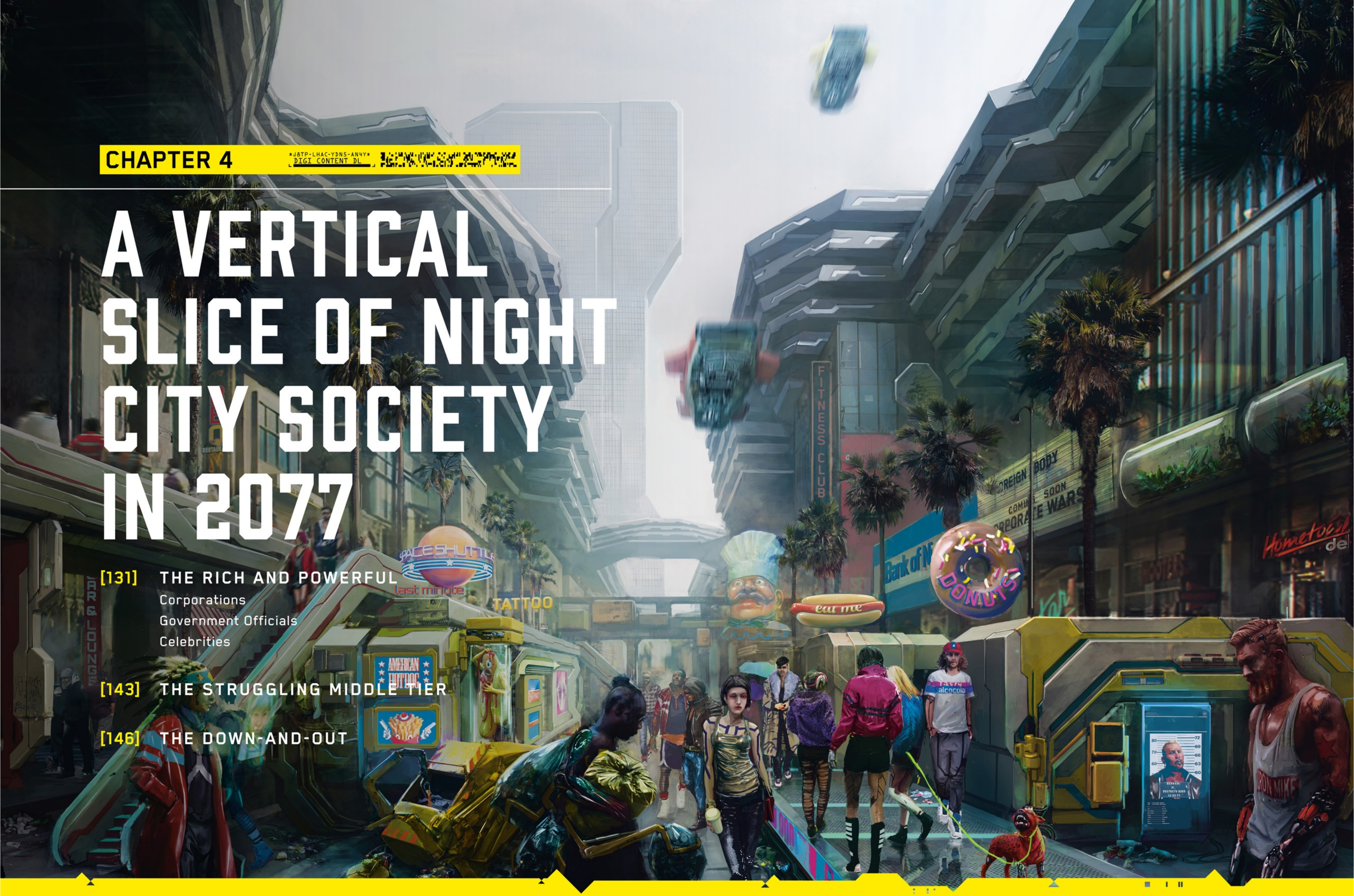
J8TP-LHAC-YDN5-AN4Y
DIGI CONTENT DL

A VERTICAL SLICE OF NIGHT CITY SOCIETY IN 2077

[131] THE RICH AND POWERFUL
Corporations
Government Officials
Celebrities

[143] THE STRUGGLING MIDDLE TIER

[146] THE DOWN-AND-OUT


FITNESS CLUB
SPACE SHUTTLE
last minute
TATTOO
eat me
DONUTS
FOREIGN BODY
COMING SOON
CORPORATE WARS
Hometown deli
AMERICAN HOTDOG
alcocola
IRON MIKE
BAR & LOUNGE

TODAY THE *NIGHT CITY INQUIRER* PROUDLY PRESENTS AN ESSAY ON A VERY TOPICAL SUBJECT: THE CONDITION AND STATE OF NIGHT CITY SOCIETY, WRITTEN BY A LEGEND OF INDEPENDENT JOURNALISM, A MAN WHO WORKS UNDER THE NAME OF ‘THOMPSON.’ WHEN WE GOT THE NEWS THAT NONE OF THE MAJOR NIGHT CITY NEWSPAPERS DECIDED TO PUBLISH THIS MATERIAL DUE TO ITS RATHER BITTER AND CRITICAL

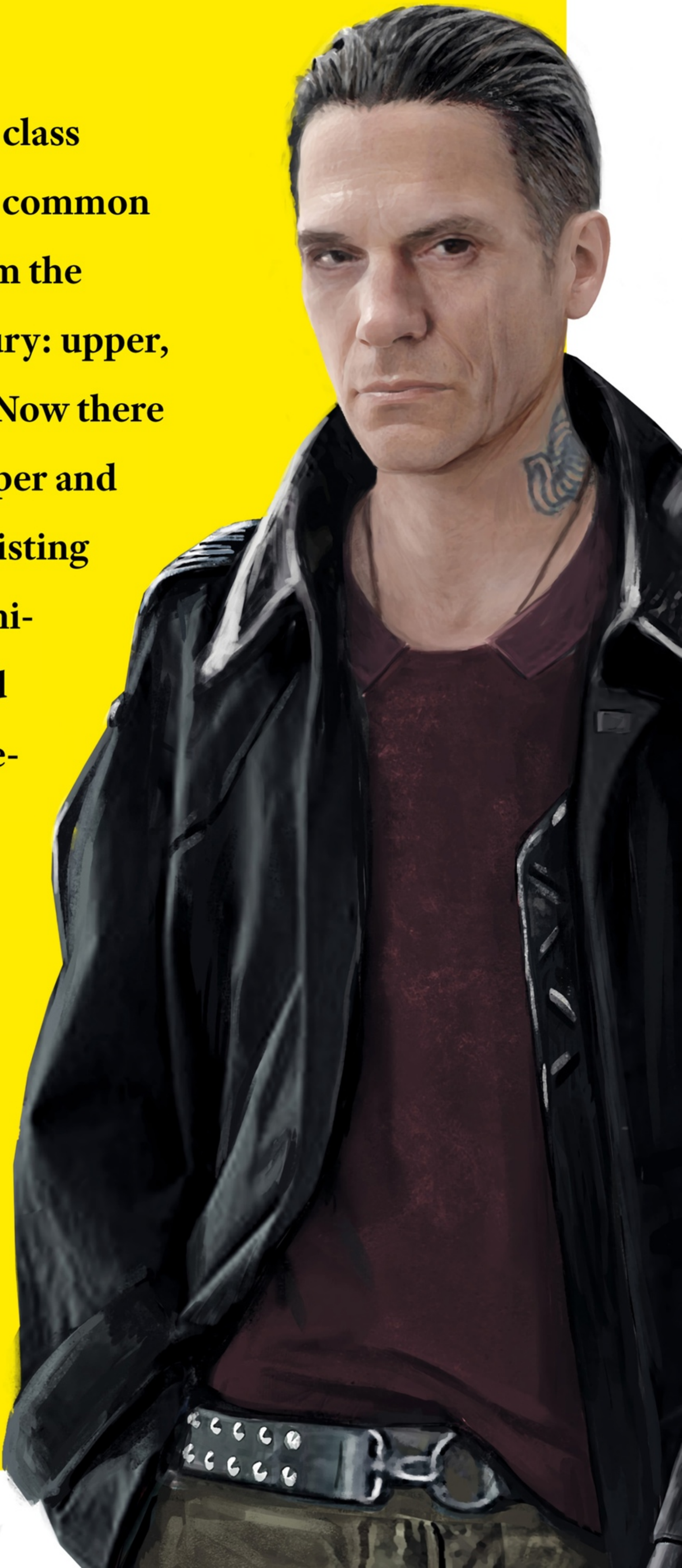
NATURE, WE CONTACTED MR. THOMPSON AND BOUGHT THE RIGHTS TO PUBLISH HIS ESSAY ON THE *INQUIRER*. WE'VE SUPPLEMENTED THE ARTICLE WITH BASIC INFORMATION ABOUT MAJOR CORPORATIONS, TO GIVE IT MORE CONTEXT AND MAKE IT MORE INTELLIGIBLE TO OUR READERS. WE HOPE THAT YOU FIND THIS MATERIAL AS INTERESTING AS WE DID. HAVE A GOOD READ AND HAIL TO THE FREE NET, FRIENDS!"

—THE EDITOR

"Modern society is a rigid class system. Forget about the common three-stratum model from the good ol' turn of the century: upper, middle, and lower class. Now there are only two classes—upper and lower, each of them consisting of three subgroups—dominating, intermediate, and dominated. Bourdieu predicted it pretty well.

You have no fucking idea whom or what I am talking about? Go download some books, kiddo."

—THOMPSON, 2077



THE RICH AND POWERFUL

Okay, I might be exaggerating a little bit. The middle class exists and it consists mostly of low-level corporate and state sector workers and private entrepreneurs who run their own businesses. The situation is also slightly different in Asia, Europe, and South America. Nevertheless, here and now in the Not-So-United States, social stratification is at its peak. At the pinnacle of the society you have megacorporations. These global companies are the real power of the modern world. They have more money and influence than most governments. They create their own culture, laws, and social systems. There could be cultural differences—for example Arasaka's policies are influenced by Japanese traditions, while Militech's approach to gun commerce is middle American to the bone. Still, all of them value the same things, like conformity, hierarchy, loyalty, and—above all—power.

Nowadays you're either working for a corporation or you are on your own—meaning you're struggling to run your own small business, you're a freelancer, or you're unemployed. Low- and mid-level corporate employees are expendable and can be replaced almost immediately. The unemployed are the dugout—the reserve army of the corporations—and are a constant threat to the employed. If you're ineffective, you get fired. If you're disloyal, you get fired. If you're a threat to your corporation, you're dead. This is why work in the corporate world is so stressful. People don't just throw themselves from buildings out of the blue, you know?

01

[01] To achieve success as a mid-level corpo, you always have to be one step ahead of your coworkers.

/*5357 300 467 6652*/
AUDIO DATA PORT

Structure of a Megacorporation

At the bottom of the corpo hierarchy are the "dominated"—cleaners, drivers, security guards, and low-level workers. For their work, they receive basic medical care and staff housing in one of the megabuildings in some cheap corporate-funded neighborhood. Some of them are content with their mediocre jobs, and day by day they carry on their dull, drab existence. Most of them though are dreaming about promotion and advancing into the ranks of the "intermediate"—the middle class of corporate workers. To achieve this, they eagerly work sixteen hours per day, stuffing themselves with stim pills for breakfast, lunch, and dinner—and relaxing drugs and sleeping pills for dessert. They're stuck in limbo, waking up every morning to start the cycle again and again, waiting for their "big chance" . . .

. . . Because if they're persistent, clever, and ruthless enough, their day will eventually come and they shall have a chance to step up the corporate ladder. They'll probably get some nice apartment or small condo in one of the corporate buildings, and the corporation will also provide them with a car. Their salary will go up, and they will even be able to afford to go out to eat from

arasaka

ENVIRONMENT PROTECTION

To learn more about the line of products and services offered by arasaka contact [illegible] and receive a personalized offer. Some regional restrictions apply.

ADVERTISEMENT LINK
↗ SERIAL/ SFR-G6HJ-34HJ-F6Y8 /

/*3459 870 328 8803*/
AUDIO DATA PORT

02

[02] Management positions are occupied by the most cunning and ruthless individuals, ready to sacrifice everyone and everything to stay on top.

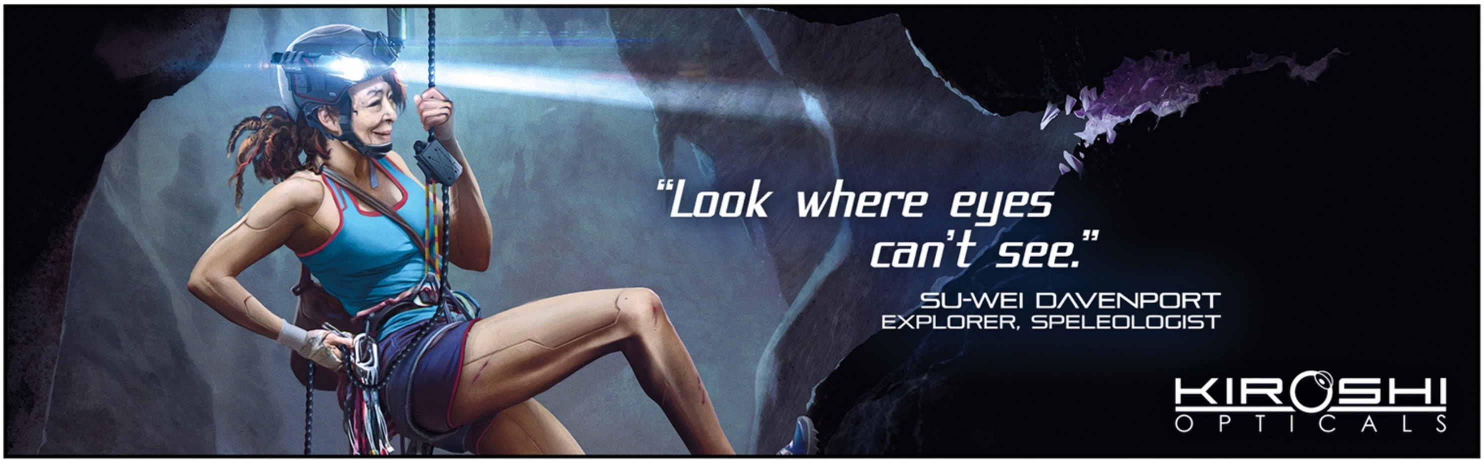
time to time, and enjoy fresh—though still modified—food. More importantly, now they'll be eligible for promotion to the prime league. They'll win the lottery, right?

No. Because, kiddo, no matter whether you've crawled all the way up here on your hands and knees, or if you got here through connections, years of education, or honest experience, here is where shit gets serious and the real fight for survival begins. To be here is to be one young shark in a crowded tank, and the only way up is to be more fierce, ruthless, and calculating than your coworkers. Every one of your colleagues is waiting to step over your corpse and sit in your still-warm chair. And this is the moment when the biggest fear of the average corpo is revealed: "They want what I have." That fear will haunt them for the rest of their life.

To be on the top is to be one step ahead, so midlevel corpos have to play dirty and exploit every opportunity to achieve their goals. That's why, while most low-level corporate workers isolate themselves from the world, the more ambitious among them take advantage of their environment. They work with the street—buying info from fixers, hiring solos and netrunners for dirty jobs, bribing unscrupulous cops, and setting journalists on their workplace rivals. For the efficient corpo, everything and everyone is a tool or a weapon to be used to achieve their goals. Midlevel corpos are living a high-risk, high-reward lifestyle. Most of them drop out of the race sooner or later though, devastated by boosting drugs, or eaten by stress or some bigger, hungrier fish. That's the essence of the corpo life, kiddo.

At the top of the corporate pyramid resides the "dominating"—a group of real motherfuckers: board members, CEOs, corporate owners, and their relatives—bluebloods. The ruling families of the modern world. Most of them inherited their position, but some worked it out over decades of effort, scheming, backstabbing, consolidating power, and building alliances. Their position is more stable, but far from secure. Young and ambitious ascendants are waiting for their slightest slip.

ADVERTISEMENT LINK
SERIAL/ SAL-L99E-D1SN-T1M8 /



/*640 637 004 239 835 073 69*/

BD DATA PORT

03

[03] Most mid-level corpos adopt a "work hard, play hard" mentality, consuming stim drugs while on the clock to achieve maximum productivity and indulging in mood elevators during their brief periods of downtime.

Still, coups at the top of such empires are relatively rare. Stakes in play on that power level are enormously high, so most of those douchebags won't risk internal war. A badly timed overthrow attempt could weaken the strength of their own company, and that's a speedy way to a corporation's downfall. I tell you, that's the one thing that the high and mighty fear most. Their corporations are their whole life, more important to them than blood. Almost every CEO would sacrifice everything and everyone in their personal life to ensure their company's prosperity.

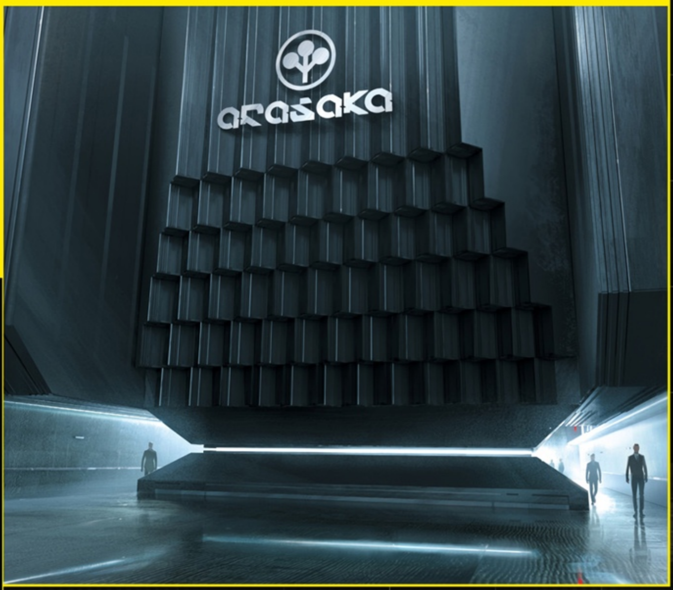
The primary threat to any megacorporation is other megacorporations. On their way to the top of the food chain, the corporations feverishly worked hand in hand to overcome domestic and international government opposition. Sure, the megacorps took a serious blow during the Fourth Corp War, but they quickly recovered in many parts of the world. In places without strong governments, like Night City, corporations have established bitter rivalries and are each other's most deadly enemies. Every sector—including the weapons, pharmaceuticals, cybernetics, bioengineering, motorization, construction, and food industries—is a constant war zone where only the strongest will survive.

On this battlefield, there are no rules of engagement. Corporate external politics are as brutal and unforgiving as internal. To secure their positions and bring competing corporations down to their knees, the corpos will use every dirty trick, from bribery, blackmail, and kidnapping to manipulating global markets or sparking revolutions.

To deal with their rivals on a more personal scale, corpos employ outside mercenaries to take care of business. These highly trained but often expendable hired guns cover all types of black ops: assassination, industrial sabotage and espionage, abduction of corporate officials and specialists . . . you name it. It's no wonder that only the most foolish, brave, or desperate would choose to cross the corpos.

[Cont. on page 142]

ARASAKA



[CORPORATION]: ARASAKA
[BRANCHES]: CORPORATE SECURITY; BANKING; MANUFACTURING
[YEAR FOUNDED]: LATE 1800'S-EARLY 1900'S
[FOUNDER]: SASAI ARASAKA
[HEADQUARTERS]: TOKYO
[AMERICAN DIVISION HEADQUARTERS]: NIGHT CITY CORPORATE PLAZA
[KEY PEOPLE]: SABURO ARASAKA, HANAKO ARASAKA, MICHIKO ARASAKA, YORINOBU ARASAKA
[EMPLOYEES]: ESTIMATED OVER 595,000
[VALUE]: 890 BILLION EURODOLLARS

INFO NO.07231336

[COMPANY OVERVIEW]:

Arasaka Corporation is one of the most influential megacorporations of our time, offering services in corporate security and top-quality banking. The company is also the biggest importer of Japanese-made merchandise to the American and European markets, and Arasaka-branded weapons and military vehicles are among the most sought after by police and security forces.

[HISTORY]:

Founded in Tokyo at the dawn of the twentieth century as a manufacturing company, Arasaka took advantage of the economic situation in prewar and wartime Japan. Thanks to the foresight and business skills of its founder, Sasai Arasaka, the company survived the postwar crisis and emerged even stronger as a dynamic venture with tangible assets all around the globe. After his father's death in 1960, Saburo Arasaka took control of the firm and initiated a series of far-reaching reforms.

Expanding the range of services provided by the company into high-quality security services and banking, Saburo started a new chapter in Arasaka's history, turning the prosperous family business into one of the top global corporations.

During the Fourth Corporate War, the corporation suffered a major defeat at the hands of their rival, the Militech corporation. That event resulted in the loss of many corporate assets, both Japanese and foreign alike. For the next decade Arasaka operated only in Japan. In the following years the corporation fractured into three warring organizations: Kiji, headed by Hanako Arasaka; Hato, headed by Michiko Arasaka and allied with the US government; and rebel faction Taka, led by Saburo Arasaka's son, Yorinobu. After decades of internal struggle, the conflict was eventually resolved and the corporation slowly restored to its former power.

During the Unification War between the NUSA and the Free States, Arasaka supported Night City, regaining its favor and eventually returning to the city in 2070.

[CONTROVERSIES]:

Like most megacorporations, Arasaka is frequently accused of unethical practices such as blackmail, bribery, extortion, and hiring mercenaries for covert, illegal operations. These mercenary operations could include suppressing legal demonstrations, assassinations, and abductions of high-level corporate experts and officials. The Arasaka Corporation was officially found guilty by the verdict of General Lundee's commission of the detonation of a thermonuclear device in the Night City Corporate Plaza in 2023. The results of the investigation have been openly and repeatedly questioned.

MILITECH

[CORPORATION]:	MILITECH INTERNATIONAL ARMAMENTS
[BRANCHES]:	ARMS AND VEHICLE MANUFACTURING; MERCENARY CONTRACTING
[YEAR FOUNDED]:	1996, RESTRUCTURED CIRCA 2000
[FOUNDER]:	ANTONIO LUCESSI
[HEADQUARTERS]:	WASHINGTON, DC
[BRANCH OFFICES]:	NEW YORK, NY; CHICAGO, IL; PHOENIX, AZ; PHILADELPHIA, PA; JACKSONVILLE, FL; DENVER, CO; PORTLAND, OR
[KEY PEOPLE]:	DONALD "DIXIE" LUNDEE JR., GALE GIBBS, MELISSA CRUZ
[EMPLOYEES]:	647,500 (INCLUDING NUSA GOVERNMENT SECTOR)
[VALUE]:	1.2 TRILLION EURODOLLARS (INCLUDING NUSA GOVERNMENT ASSETS)

ERROR#00:
ACCESS
DENIED_

RROR#02:
RRUPTED
FILES_

INFO NO.07231401

[COMPANY OVERVIEW]:

Militech is one of the world's largest manufacturers of weapons and military vehicles, with facilities on every continent. The company provides equipment for hundreds of nations and private and government organizations, especially US military and police forces. This equipment includes but is not limited to personal firearms, drones, tanks, aircraft, ships, and Assisted Combat Personnel Armor.

Its second branch provides private military forces for defense, peacekeeping, and nation-building missions.

[HISTORY]:

Founded in 1996 by Italian weapon designer Antonio Lucessi as Armatech-Lucessi International, the company emerged as one of the competitors for the new US Army Infantry Assault Weapon system contract. Under the leadership of retired US Army General Donald Lundee, the young corporation earned its stripes in 2004 after winning the US Army's contracts for both primary weapons and sidearms with its famous Ronin Light Assault Rifle. Since then, Militech has expanded its catalog, selling modern and affordable equipment all around the world, regardless of political affiliations and conventions.

Militech was one of the major participants in the Fourth Corporate War, during which it clashed violently with its rival company, Arasaka. After the nuclear detonation of Arasaka's Night City headquarters, President Elizabeth Kress nationalized Militech, using its assets to strengthen the collapsing power of the US military. The corporation has since regained some of its independence, and several of its board members still hold high-ranking offices in the Ministry of Defense.

[CONTROVERSIES]:

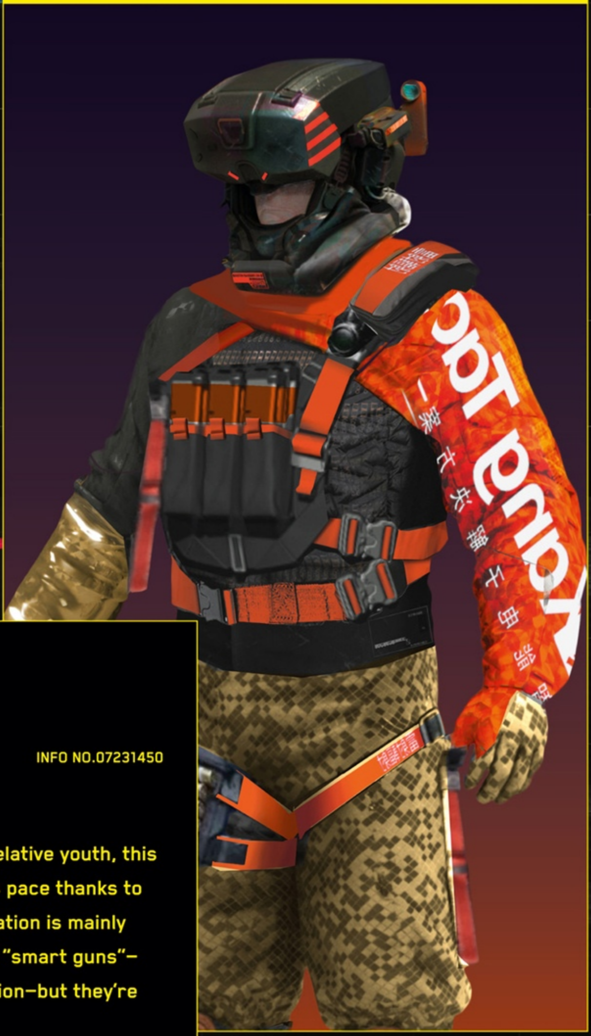
Militech is often accused of taking part in ethically shady or blatantly illegal black ops, such as hiring out their private military to support revolutions, military coups, assassinations, terrorist attacks, and ethnic cleansings. The company was also suspected of planting and detonating the nuclear bomb in Arasaka's Night City headquarters in 2023, though no evidence has ever validated those claims.

康陶 Kang Tao

智能电子解决方案

[CORPORATION]: KANG TAO
[BRANCHES]: WEAPON MANUFACTURING
[YEAR FOUNDED]: 2050
[FOUNDER]: SHIMING XU
[HEADQUARTERS]: SHENYANG
[AMERICAN DIVISION HEADQUARTERS]: NIGHT CITY CORPORATE PLAZA
[KEY PEOPLE]: SHIMING XU, YUAN HUO, XIAOHAN LING
[EMPLOYEES]: 1,000,000 (ESTIMATED)
[VALUE]: 525 BILLION EURODOLLARS

PORT: CONNECTED. . .



INFO NO.07231450

[COMPANY OVERVIEW]:

Kang-Tao is one of the newer corporations operating today. Despite its relative youth, this Chinese-based company is making its way to the top tier at a tremendous pace thanks to bold choices, courageous strategy, and government backing. The corporation is mainly known for their firearms, especially their newest generation of so-called "smart guns"—weapons that employ gyrojet technology to fire caseless guided ammunition—but they're also becoming players in the mercenary and security markets.

[HISTORY]:

The past fifty years of war and unrest left many Asian countries crippled and deeply scarred. China was no exception as it recovered from internal turmoil, but its years of rebuilding and recovery were also a time of great opportunity. One such opportunity laid the foundation for the Kang Tao corporation, when in the late '40s a retired Chinese army colonel named Shiming Xu was appointed to manage an obsolete and collapsing defense company that was being kept afloat by government subsidies. After four years under Colonel Xu's direction, the modernized and debt-free firm (renamed Kang Tao) officially debuted on the market in 2050 with their A-22B Chao "smart" pistol. Thanks to the company's alleged government connections, the corporation invested heavily in modern research facilities, rapidly expanding the "smart weapons" market. Over the following two decades, Kang Tao left old rivals like Nokota and Techtronica far behind, now competing successfully with major players like Arasaka and Tsunami Defense Systems. In the last five years, the company has tripled its stock value and is now one of the biggest arms manufacturers and emerging leaders of weapon exports in the Far East.

[CONTROVERSIES]:

The recent explosion of a Kang Tao refinery in Hangzhou resulted in a chemical leak that killed over fifty thousand people. Official accounts have cleared the company of any negligence, but many individuals still blame them for the incident.

[CORPORATION]: NIGHT CORP
[BRANCHES]: PUBLIC WORKS; DEVELOPMENT
[YEAR FOUNDED]: 1999
[FOUNDER]: MIRIAM NIGHT
[HEADQUARTERS]: NIGHT CITY CORPORATE PLAZA
[BRANCH OFFICES]: SAN FRANCISCO, CA; LOS ANGELES, CA; FRESNO, CA; NEW YORK, NY
[KEY PEOPLE]: UNKNOWN
[EMPLOYEES]: UNKNOWN; ESTIMATES RANGE FROM 8,000 TO 120,000
[VALUE]: UNKNOWN; ESTIMATES RANGE FROM 250 BILLION TO 750 BILLION EURODOLLARS

ERROR#13:
INFO
MISSING_

INFO NO.07231504

[COMPANY OVERVIEW]:

Night Corp is a unique corporation that is solely focused on Night City and its affairs. The company is the largest contractor of public procurements within the boundaries of the city, building and renovating facilities like roads, bridges, tunnels, metro lines, power plants, net transmitters, waterworks, and sewerage. The corporation is also known for their charities designed to aid the city's poorest children, and scholarship programs to benefit gifted young people. Night Corp is also heavily invested in research for ecology and alternate power sources.

[HISTORY]:

Created as Night's Foundation by Miriam Night, wife of murdered multibillionaire and visionary developer Richard Night, the corporation's official primary goal was to protect and promote Richard's vision of a perfect city. During the infamous Mob Wars in the first years after Richard Night's death, the foundation attempted to gain megacorporate support to end the reign of crime in Night City, but to no avail. After the Mob Wars, Night's Foundation was restructured and renamed Night Corp. Allegedly, Miriam Night realized that to have any power in a city, you have to play by the rules of big business.

From that time the corporation has been a constant presence in NC, expanding their field of activity but avoiding power struggles with other major corporations. Although Miriam Night stepped down from the role of CEO long ago, her legacy and ideals are outwardly upheld by her successors.

[CONTROVERSIES]:

Unknown.

ERROR#00:
ACCESS
DENIED_

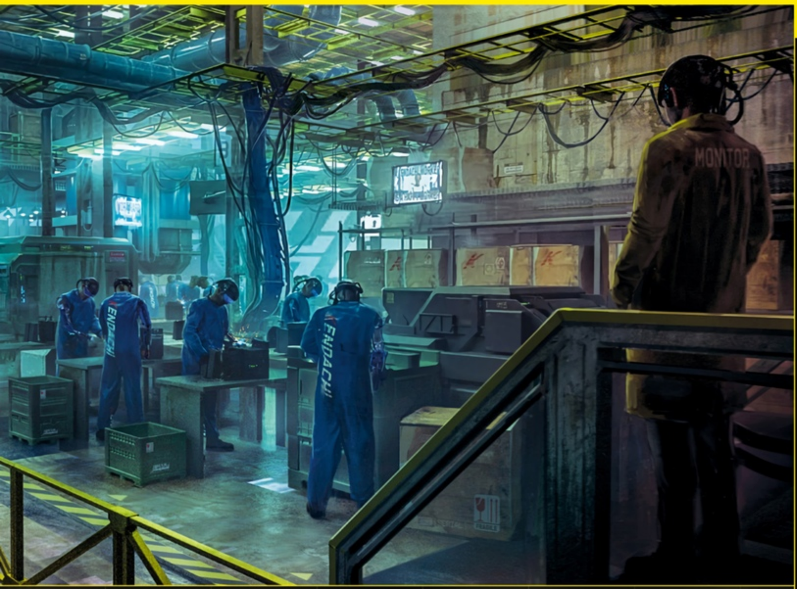
! AUTHOR'S NOTE: Night Corp's seclusive and often downright secretive policies have become the subject of tremendous speculation over the years. This topic comes up from time to time, until it loses public interest, is proven to be a hoax, or is shut down by corporate authorities. Night Corp supposedly owns their own satellites, and rumors also tell of their underwater works in the Coronado Bay, secretive engagement in mayoral elections, and their shares in the orbital station projects. Any potential attempts by the press or by other corporations to uncover the truth have failed so far. As a public contracting company, Night Corp has very tight security, and it seems that none of the other corporations want to mess with them on their own turf.

[TRAUMA TEAM]:

Known as Trauma Team International—or simply TT—this corporation is well known not only for their medical services, but for their paramedic rapid response system. Trauma Team aerodynes carry five-person professional combat-trained teams, consisting of a pilot, two security specialists. and two paramedics. They will respond to their client's beacon card or chip, and appear on the spot just a few minutes after they're summoned, ready to take the client to the nearest TT facility or designated corporate hospital. Response time and medical coverage may vary depending on the quality of the medical plan and health insurance that the client has purchased.

Trauma Team owns the biggest hospital in Night City, and is the main provider of medical services—both to private customers and to megacorporations.

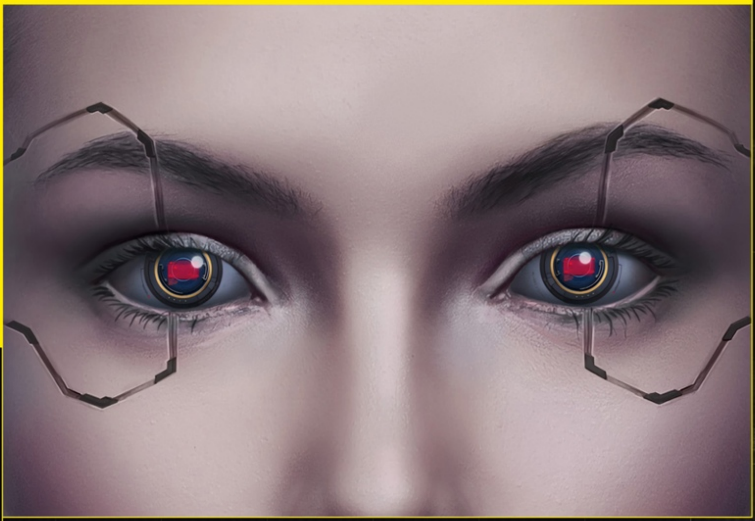
KENDACHI



[KENDACHI]:

Kenshiri-Adachi Armaments—more widely known as Kendachi—is a Japanese corporation that mainly specializes in high-quality melee weapons and purpose-built chipware. The company can trace its origin to the sixteenth-century Kenshiri family's blacksmith, based in Chūō-ku, the original center of historic Edo (Tokyo). As a corporation, Kendachi became widely known in the first two decades of the twenty-first century after their fusion with the Adachi company, conquering the market with a wide range of high-tech monoweapons and flamethrowers. Chūō-ku is still their main headquarters, but today the corporation also has regional offices in Osaka, Seattle, London, Night City, New York, and Brasília.

KIROSHI
OPTICALS



[KIROSHI]:

An industry leader in optics design and manufacturing, Kiroshi is known to most users as a producer of high-quality cyberoptic implants and scanners, but the company is also heavily invested in orbital programs across Asia and the Americas. After a brief conflict with the European Zeiss company during the Fourth Corporate War, the two rivals signed a peace treaty and divided their spheres of influence. They remain in a state of cold war, spying on one another, and possibly sabotaging each other's projects. Kiroshi are shrewd advertisers of their products. They sponsor celebrities and pop artists like the Us Cracks, who are known for their unique and eccentric eye implants.

ZETATECH
THINK AHEAD

[ZETATECH]:

Once a relatively small company headquartered in Cupertino, California, Zetatech has always maintained a strong presence in Night City. Specializing in computer hardware, software, and wetware design, the company was among the main providers of neural processors, microchips, and robotics on the American market. The company expanded during the Rebuilding period thanks to lucrative government contracts. In the last thirty years, Zetatech has diversified their product range and invested heavily in avionics research and manufacturing to become one of the major players in the transportation sector. Their aerodyne gunships and security, combat, and utility drones are currently their most recognizable products, used widely by all megacorporations.

PORT: CONNECTED. . .

ERROR#13:
INFO
MISSING_

→ [Cont. from page 135]

“. . . THEY WILL SHINE BRIGHTLY FOR A PERIOD OF TIME UNTIL SOME NEW STAR OUTSHINES THEM, OR THEY'RE CAST ASIDE BY THEIR FANS' EVER-CHANGING TASTES.”

Government Officials

The businesses of governments and corporations have always been interlinked, and nowadays they don't even try to hide it. Though its own power is only a fraction of that possessed by the corporations, the government of the Not-So-United States and the national sector are still powerful players in the game. You've surely heard about how our previous president nationalized Militech, and with its backing won the Unification War. It was more like Militech's board members scored lofty posts in the administration, “corporationizing” it from within. Now it's difficult to say if America is ruled by corpos in government guise, or if the government is running the country using the corporate model of management and control. It's probably a bit of both, and we are witnessing the birth of a completely new system.

Those benefiting from this new system have similar privileges to high-level corporate members and workers. Officials atop this pyramid of power are nearly as omnipotent and rich as the CEOs of the major corporation players, their assets counted in hundreds of billions of eurodollars. Politicians and bureaucrats are the masters of this world, and even ordinary government workers receive relative comfort and security for their families and relatives. The price for this sheltered existence is always the same: unquestioning obedience and loyalty to the regime.

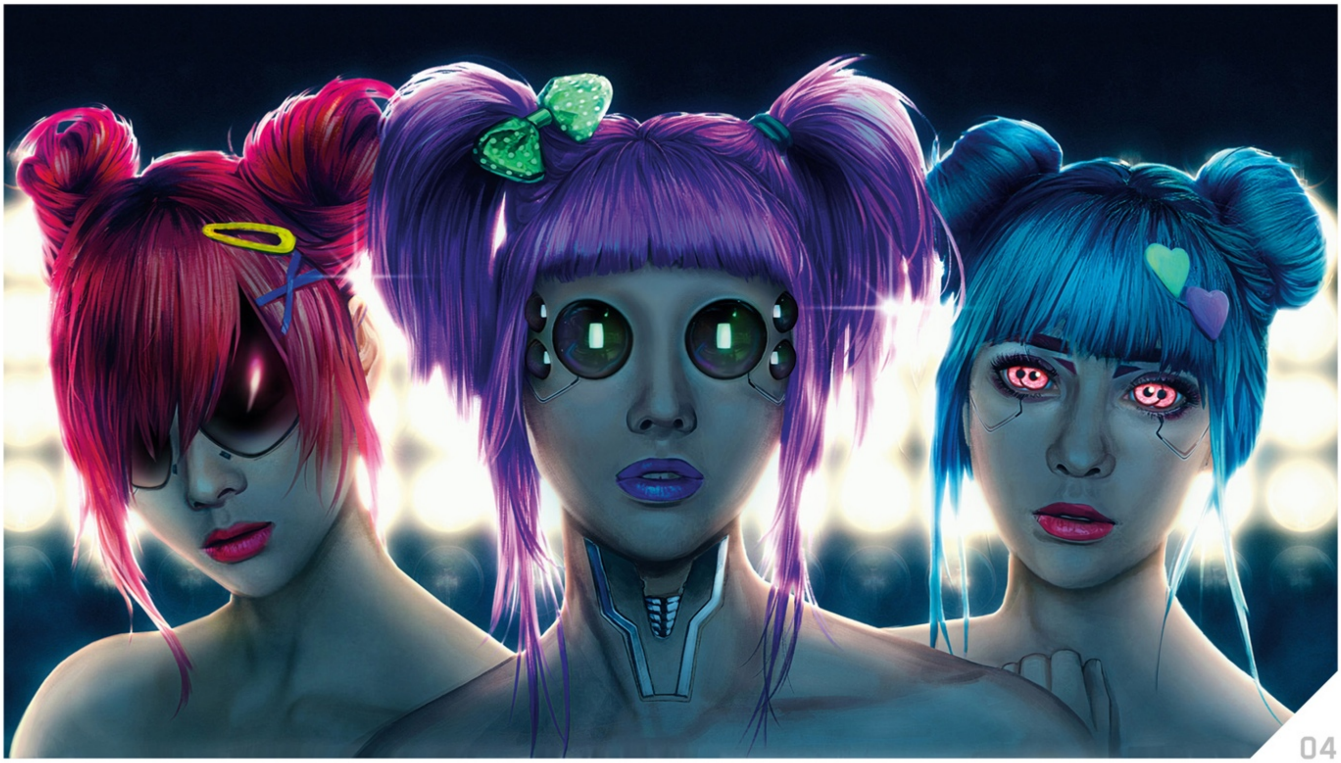
Celebrities

In a world so influenced by media, with a populace addicted to cheap entertainment and omnipresent pop culture, celebrities have their own place of prominence at the apex of society.

Every branch of showbiz—music, television, cinema, and even braindance—has its own stars whose works shape trends, opinions, and tastes. Their live concerts and releases of new content are worldwide events, observed and celebrated by tens of millions of fans all around the globe.

Most of them, like the Us Cracks, are products of the entertainment industry—devised and created to feed current fashions. Some of them are natural-born talents, discovered and promoted by some manager who recognized their potential and helped them to unpack it. Regardless of their origins, they will shine brightly for a period of time until some new star outshines them, or they're cast aside by their fans' ever-changing tastes. Until then, they will be admired and worshiped, living filthy-rich lives in fabulous estates and villas, whimsically coasting about in limos, private jets, and luxury boats—the embodiment of the public's dreams and desires. Demigods among mere mortals. ☒

[04] Despite the fact that bands like Us Cracks are products of cheap and obvious corporate marketing, each of their concerts gather hundreds of thousands of people.



04

/*5357 300 467 6652*/
AUDIO DATA PORT

THE STRUGGLING MIDDLE TIER

Apart from the low-level corporate workers, the middle tier of the American society consists of those who have failed to find their place in the megacorporations of the twenty-first century. These people are often trying to run their own businesses: restaurants, clubs, garages, coffee bars, workshops, pawnshops, braindance studios, or even small cyberclinics. Owners of those enterprises are ordinary law-abiding citizens who are trying to earn their money without selling their body and soul to the almighty corporations. Some of them even succeed, if only for a time. Despite the efforts of the ever-expanding corporations, private businesses are still a job source for a fair number of people. After upsets caused by ongoing corporate wars, the corpos' grip on society has loosened and small businesses are flourishing again.

A small business owner's social situation is often challenging, as they are generally forced to rent homes in poorer districts with lower security standards, and are more exposed to criminal activity. They also have to cover the costs of social and medical insurances all by themselves. Without corporate security serving as backup, private business owners are sometimes required to pay "protection fees" to the local criminal groups. People living in the suburbs are sometimes even harassed by nomadic groups from outside the city.

The lowest layers of this tier, the "new middle class" of our century, are people on the verge of poverty. Poorly educated and mostly unemployed, they are struggling to make ends meet by running shady or outright illegal businesses, and trying to steer clear of the police and the mob. Ironically, in the cold reality of 2077, the sole fact that they have a job at all counts them among the lucky ones. ⊠

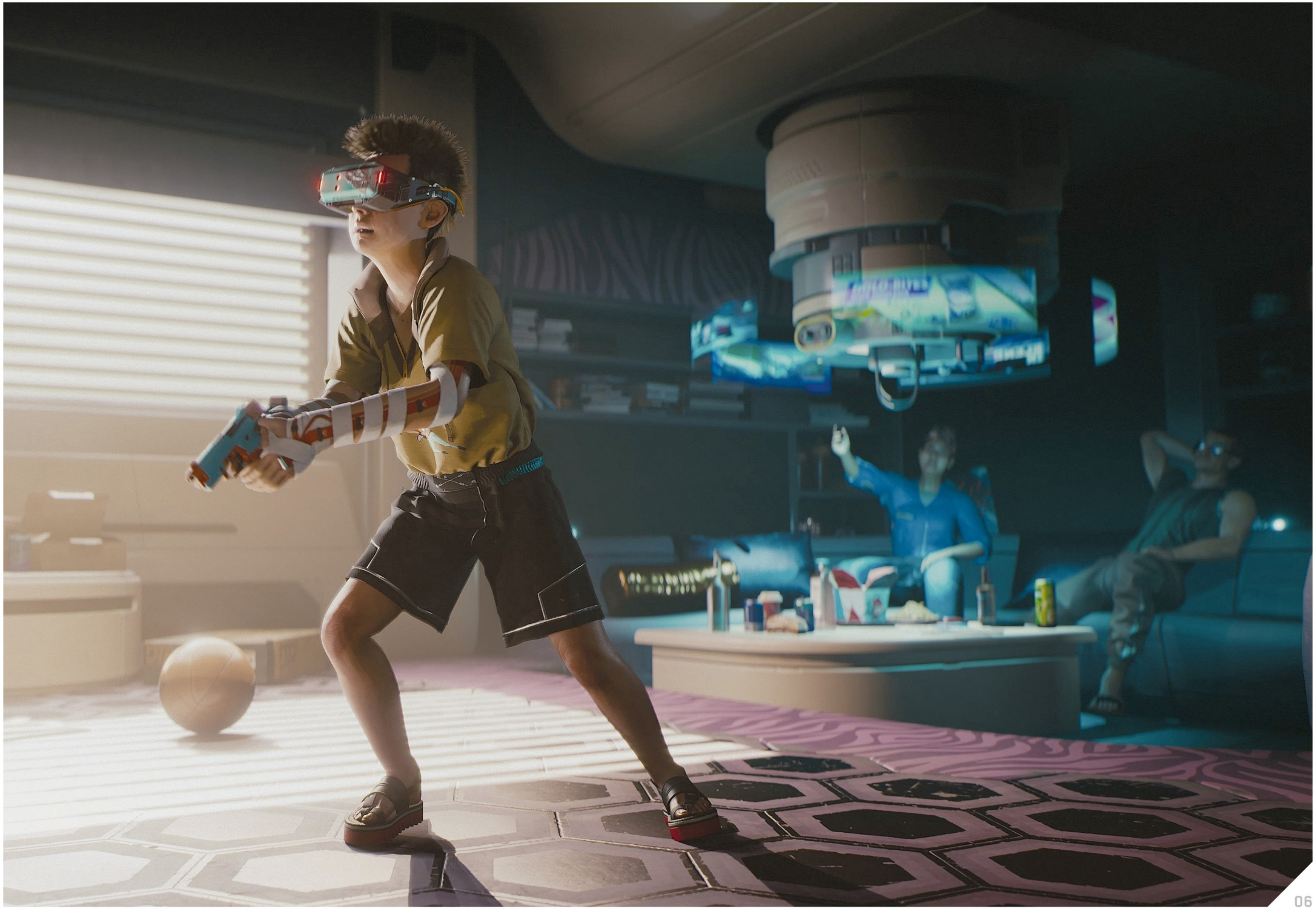
05

[05] Representatives of society's middle tier take their fun where they can get it. Good company and strong booze are enough to get most folks through a tough day.

> **". . . TRYING TO EARN THEIR MONEY WITHOUT SELLING THEIR BODY AND SOUL TO THE ALMIGHTY CORPORATIONS."**

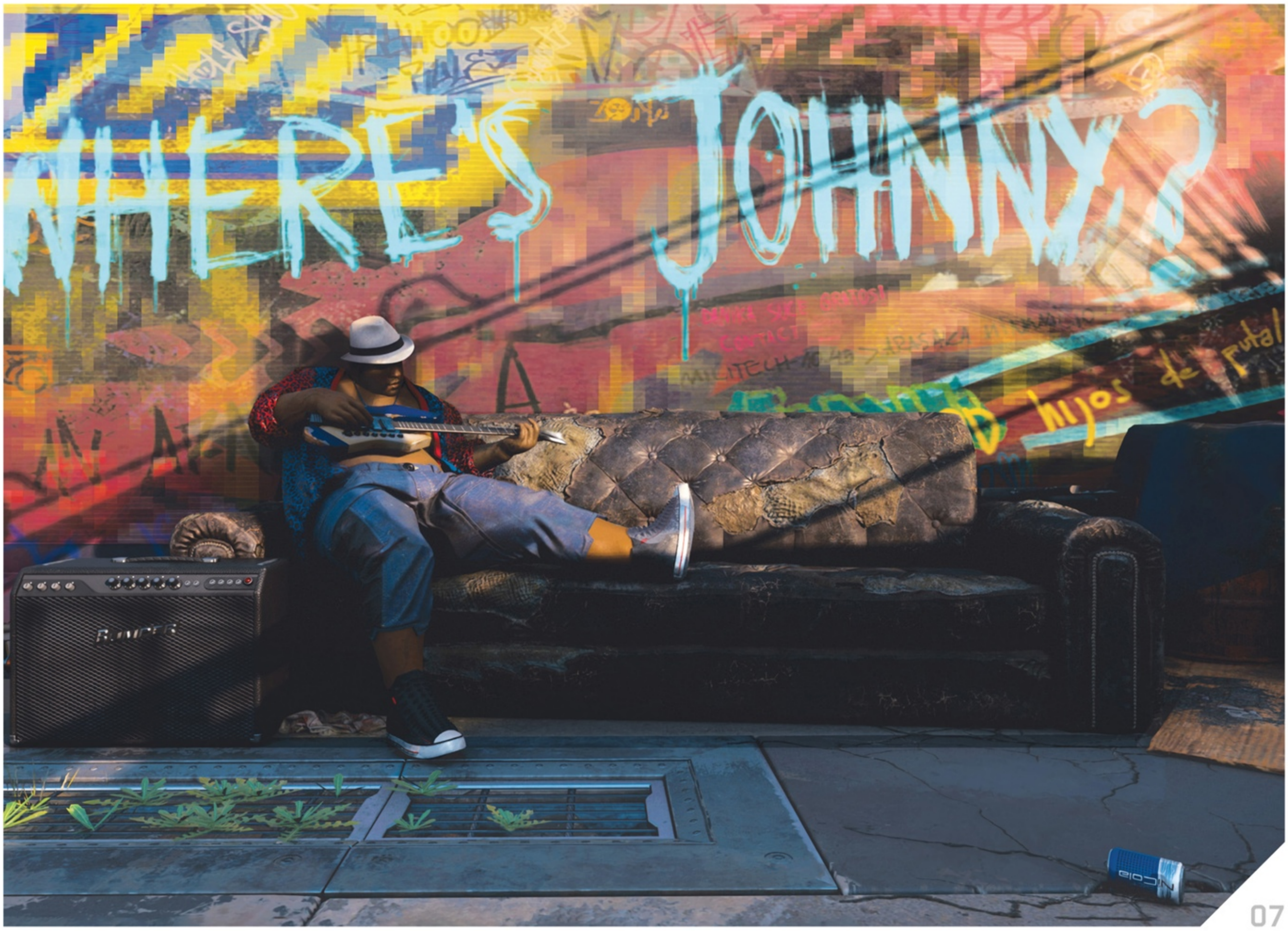
ADVERTISEMENT LINK
↗ SERIAL/ 56S-BCE4-13FF-H5DE /

KR
KHALIL ROUSSEAU
pour homme
FERVID
KR



06

[06] Entertainment comes in many forms in 2077—including braindance, virtual reality, and old-fashioned video. The ubiquity of technology has made this content available to people from all walks of life—though the middle and lower castes seem to consume it most readily.



07

[07] A homeless, street performer relaxes on his prized possession—a discarded piece of furniture. This standard of living applies to hundreds of millions of people all over the globe.

THE DOWN-AND-OUT

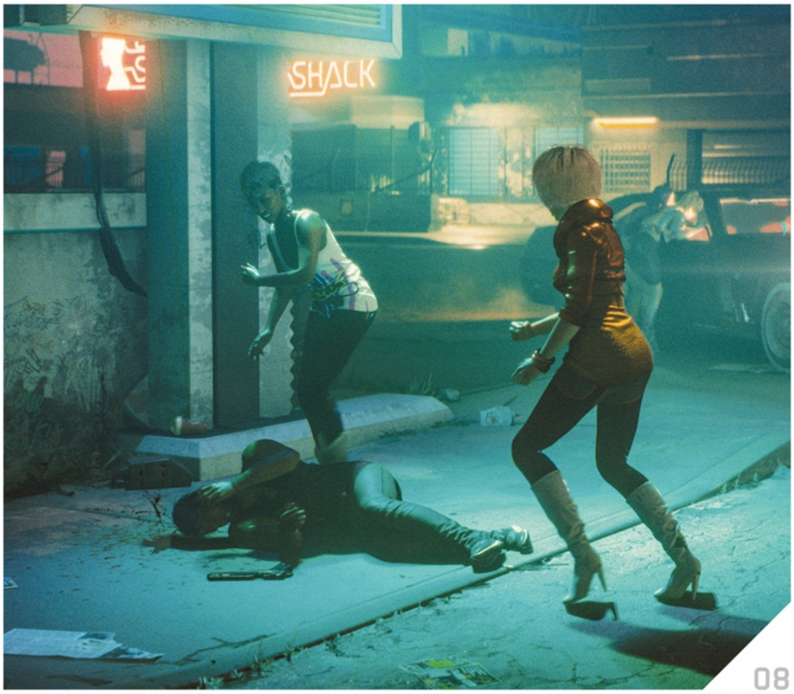
"... THOSE WHO'VE LOST THEIR ENTIRE FAMILIES IN MOB HITS AND CORPORATE PURGES, OR THOSE WHO SIMPLY GAVE UP AND STOPPED CARING ..."

There is always a way down from rock bottom. Brutal changes in the structure of society during the last fifty years have dramatically increased the proportion of the poorest part of the human populace. Economic downturn, global financial crashes, a growing poverty rate, and addiction to drugs and braindance have created an army of social outcasts in the cities: unemployed, homeless people who live on the streets of modern metropolises. In every major urban area there are entire districts of shantytowns, tent cities, and favelas where tens of thousands of people live in outrageous conditions, surviving day by day. In spite of an alarmingly high mortality rate due to disease, drug overuse, and brutal psychogang activity, this army of outcasts grows bigger every day. People who've lost their jobs and savings due to corporate wars, those who've lost their entire families in mob hits and corporate purges, and those who simply gave up and stopped caring—all of them are joining the outcasts' ranks.

Braindance addiction also takes a toll. Its victims are everywhere—sitting in hovels and dark alleys in a pool of their own urine, watching low-quality records of some celebrity's daily life over and over again. Some literally kill each other for the few minutes of someone else's fake fantasies and memories they possess.

The poor shun more affluent districts where police patrol and corporate security is tight, but in impoverished neighborhoods they come out at night to scrounge, steal, and occasionally rob or kill the unwary.

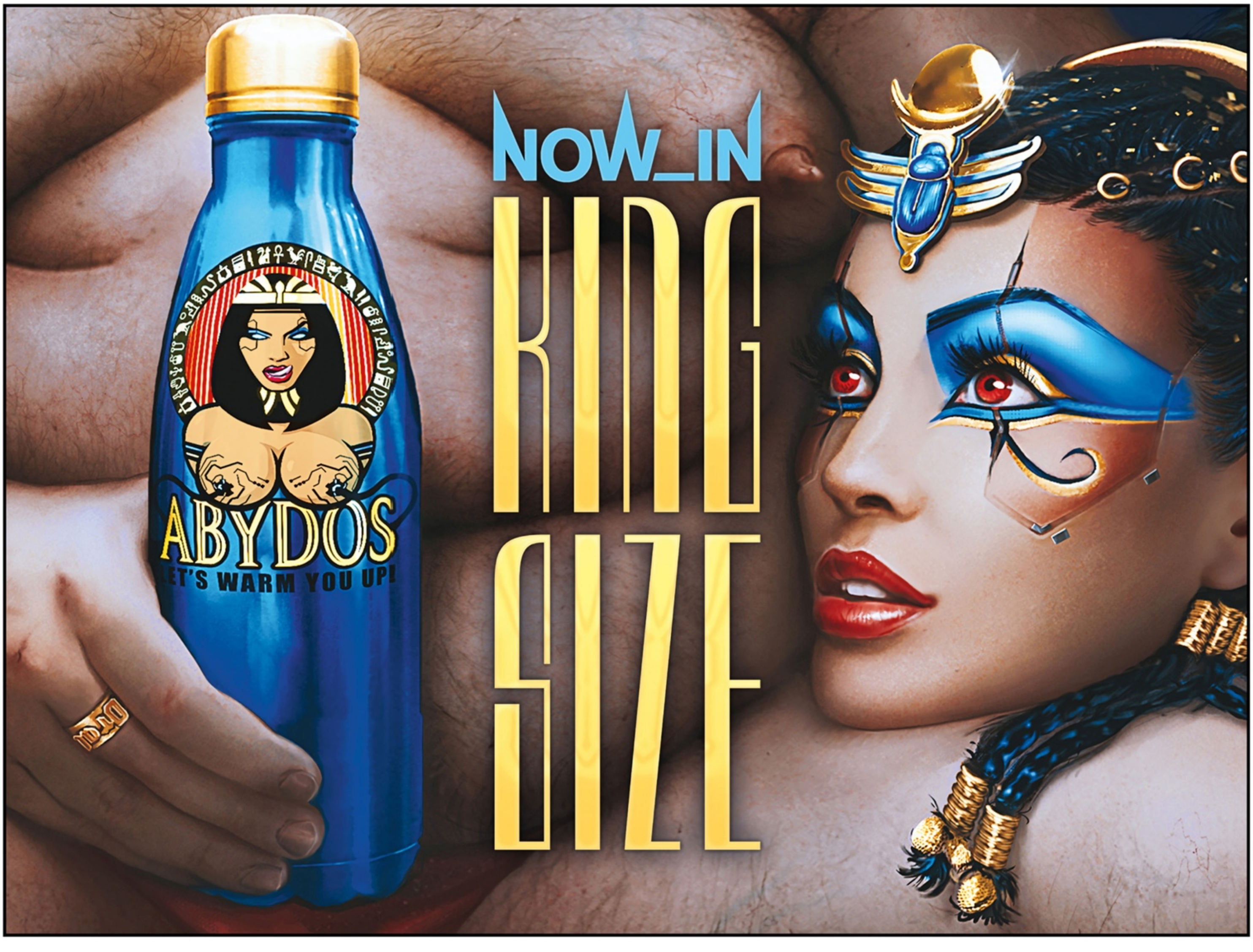
Once every few years the city governments or the corporations try to solve the problems of the slum districts and their inhabitants. They might forcefully relocate the populace to other districts, place them in transient camps, or even execute lethal purges. Either way, these actions are always accompanied by mass riots and firefights with enormous casualties as the local gangs join the fray, usually for the sheer fun of it. That's why the poor are usually left to themselves—it's simply cheaper to ignore them than to find the solutions to their problems. ☒



08

[08] A foolish young punk runs afoul of a small group of Moxes who give him a quick lesson in respect. In poorer districts, the brutal laws of the urban jungle are even more unforgiving.

ADVERTISEMENT LINK
SERIAL/ 01P-2E37-WIL1-DS21 /



09

[09] Street life in the poorer sections of Night City can be pretty colorful. It can also be pretty dangerous for those in the wrong place at the wrong time. Folks at the bottom of the societal ladder may not have much, but they'll kill for what's theirs.

TRAUMA
TEAM

CHAPTER 5

DF4P-WE34-UIK9-45T6
DIGI CONTENT DL

LAW AND DISORDER

[155] LAW ENFORCEMENT
- Corporate Agents
- NCPD
- NetWatch

[159] GANGS: THE BAD AND THE UGLY
- Maelstrom
- Animals
- Voodoo Boys
- 6th Street
- The Mox
- Tyger Claws
- Valentinos
- Scavengers

[176] NOMADS: THE ROVING REFUGEES
- Aldecaldos
- Wraiths

“THE NEXT TWO ARTICLES ARE BROUGHT TO YOU BY OUR CONTRIBUTING WRITER, OLIVIA HERNANDEZ. OUR REGULAR FOLLOWERS SURELY KNOW HER FOR HER PIECES EXPLORING NIGHT CITY MUNICIPAL SERVICES, THE CORPORATE BUSINESS IN THE ARASAKA WATERFRONT DISTRICT, AND HER AMAZING STORY ‘TO THE CRIME CITIES AND BACK AGAIN,’ WHICH DETAILS HER TRAVELS WITH

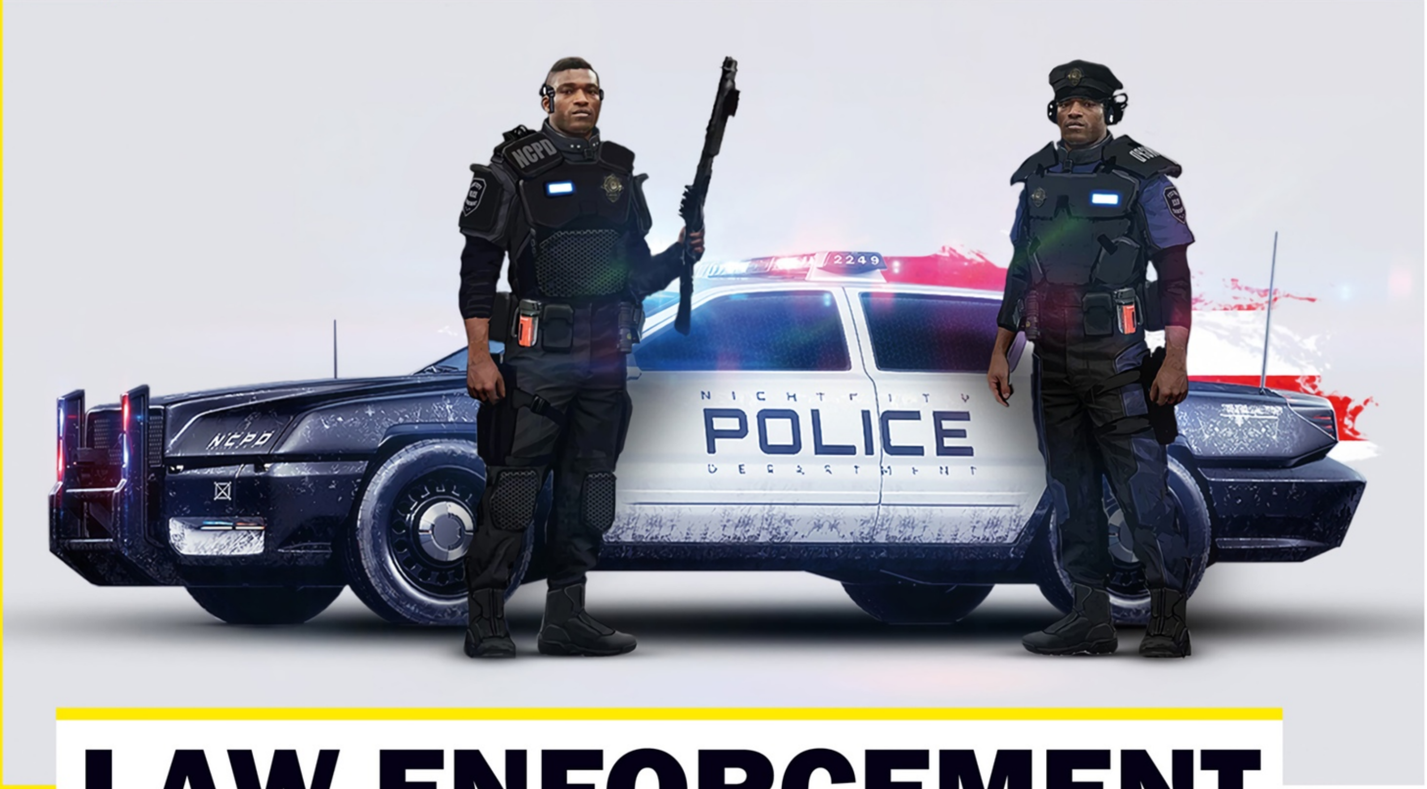
NOMADS TO THE INFAMOUS FREE CITIES OF CHICAGO AND PHOENIX. THIS TIME SHE'S SUMMARIZED THE VARIOUS LAW ENFORCEMENT AGENCIES AND THE CITY'S MOST PROMINENT GANGS, AND SHE ALSO TAKES THE OPPORTUNITY TO TELL US MORE ABOUT NOMADS—THE INDEPENDENT AND SOMEWHAT SECRETIVE INHABITANTS OF OUR COUNTRY'S ROADS AND WILDLANDS."

—THE EDITOR

“THE AMERICAN CITIES THAT SURVIVED THE FALL OF SOCIETY, THE CORPORATE WARS, AND ALL THE OTHER TURBULENCE OF THE LAST FIFTY YEARS ARE NOW LONELY ISLANDS OF RELATIVE LAW AND ORDER ON THE OCEAN OF LAWLESSNESS AND CHAOS. STILL, WITHIN EACH OF THOSE CITIES THERE IS AN ONGOING WAR FOR DOMINANCE BETWEEN THE AGENCIES OF LAW ENFORCEMENT AND VARIOUS CRIMINAL ORGANIZATIONS.

NIGHT CITY IS NO EXCEPTION. CIVILIAN AND POLICE CASUALTIES CONTINUE TO RISE AS A RESULT OF THIS CONFLICT. OVER TWO HUNDRED PEOPLE DIE IN CONFRONTATIONS WITH THE POLICE EVERY MONTH, AND AN UNKNOWN NUMBER DIE EVERY DAY IN GANG SKIRMISHES AND UNRECORDED COMBAT SWEEPS PERFORMED BY PRIVATE CORPORATE FORCES. FOR EVERY TEN CRIMINALS KILLED, ONE NCPD OFFICER LOSES HIS LIFE IN THE LINE OF DUTY, BUT THE SITUATION IS NOT IMPROVING DESPITE THOSE OFFICERS’ SACRIFICE AND DEDICATION. HOMICIDES, ARMED ASSAULTS, ROBBERIES, DRUG DEALING, HUMAN TRAFFICKING, AND RESIDENTIAL BURGLARIES ARE AN EVERYDAY REALITY, AS ARE VIOLENT FEUDS AMONG MOBILE, WELL-ARMED, AND CYBERAUGMENTED GANGS. ADD TO THAT A COUNTLESS NUMBER OF PETTY CRIMES, AND YOU’LL HAVE A GOOD IDEA OF THE CITY’S STREET LIFE. TO SAY THAT THE CRIME RATE IS TREMENDOUSLY HIGH IS AN OVERSIMPLIFICATION—AND THE DEPRESSING LEVEL OF POVERTY IS NOT MAKING THINGS BETTER. NOW, IN 2077, NIGHT CITY FIRMLY HOLDS THE TITLE OF ‘THE WORST PLACE TO LIVE IN AMERICA,’ AND IT’S NOT GOING TO GIVE IT UP WITHOUT A SERIOUS FIGHT.”

—OLIVIA HERNANDEZ, 2077



LAW ENFORCEMENT

DESPITE BEING HIGHLY OUTNUMBERED AND HAVING SOMEWHAT LIMITED AUTHORITY WITH RESPECT TO CORPORATE SOVEREIGNTY, THE MODERN FORCES OF LAW AND ORDER SHOULD NOT BE CROSSED.

START →

In addition to being overworked, brutal, and often corrupt to their very bones, local law enforcers now share their duties with privately funded paramilitary organizations—corporate agents, or "corp cops" as they are also known. Naturally, those guys won't bite the hand that feeds them.

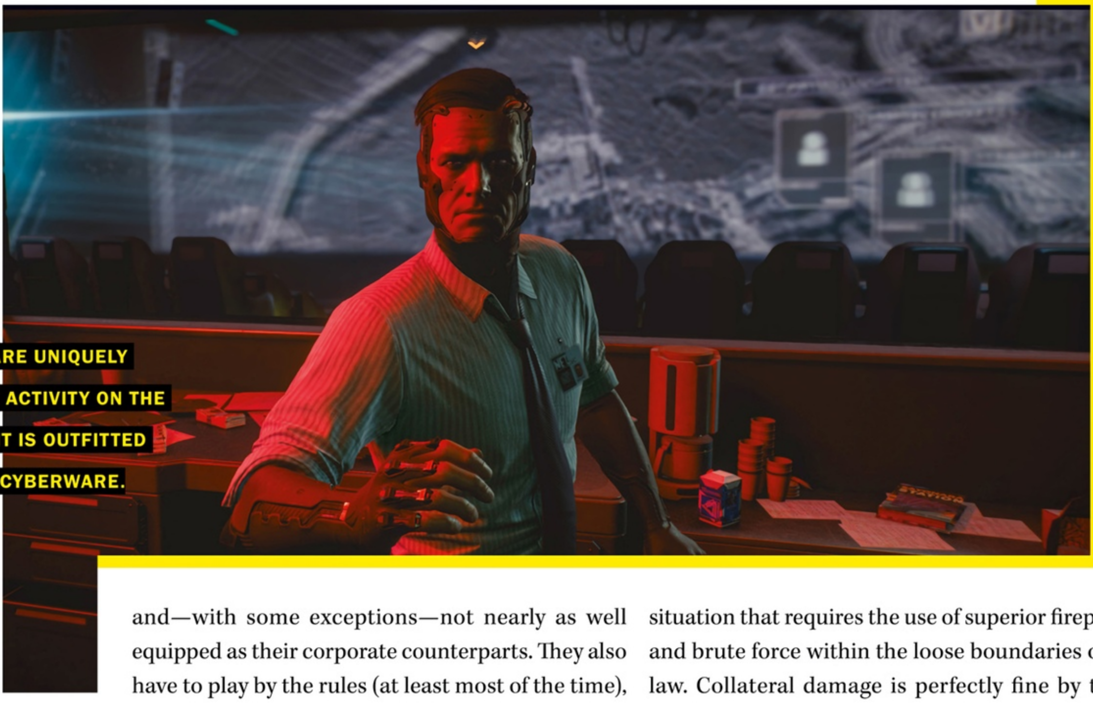
Corporate Agents

Properties under corporate authority—including buildings, blocks, and districts—are completely within their corporations' respective jurisdictions. Most of the smaller companies hire services provided by leading specialized agencies such as Militech, Arasaka, or Lazarus for external security needs. For internal security, most smaller corporations prefer to rely on their own enforcers, who are less numerous but unquestionably loyal.

Those internal forces deal with every crime committed on corporate turf, regardless of the perpetrator. The corp cops justice is harsh and quick. They don't have a problem shooting first and asking questions later—if they ask at all.

NCPD

The good ol' police are still protecting and serving on the city streets outside of corporate-controlled areas. These guys are overworked, underpaid,



NETWATCH AGENTS ARE UNIQUELY EQUIPPED TO POLICE ACTIVITY ON THE NET, AND EACH AGENT IS OUTFITTED WITH CUTTING-EDGE CYBERWARE.

and—with some exceptions—not nearly as well equipped as their corporate counterparts. They also have to play by the rules (at least most of the time), so their mortality rate is relatively high. Frustration born out of powerlessness and overextension leads to brutality and corruption in their ranks, and that in turn results in a negative public opinion.

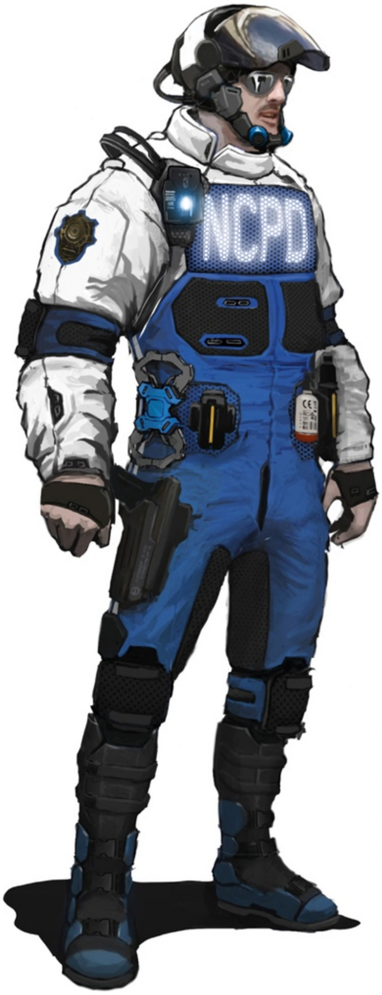
The chief of the Night City Police Department ostensibly answers directly to the mayor and the city council, but since most of the seats on the council belong to corporate-backed councilmen, it's obvious where the chief's loyalty really lies. Any crimes related to the corpos and their shady business are removed from police jurisdiction sooner or later, leaving cops to deal with petty crimes, gruesome murders, riot control, and gang activity. Dream job, right? Just don't tell your mom what you're doing.

Not to say that the police are a bunch of harmless guys with tied hands armed with popguns—especially not the Max-Tac. Their official name in Night City used to be the Cyborg Suppression Unit. Augmented and armed to the teeth, they are the meanest sons of bitches ever to shine a badge. Max-Tac's main duty is to deal with the cyberpsycho threat, but they are sent to respond to any critical situation that requires the use of superior firepower and brute force within the loose boundaries of the law. Collateral damage is perfectly fine by those guys' standards, so stay out of their way if you can.

NetWatch

NetWatch was formed in response to the development of the Net and the corresponding increase in the number of computer crimes. The organization started as a private company in the European Union, and slowly increased its influence to be counted among the most powerful—and secretive—organizations. NetWatch's official mission is to protect the Net against cybercriminal activity, keeping it safe for business and communication. They are in charge of locating and eliminating unlicensed or rogue intelligent systems, and arresting law-breaking netrunners. Local divisions of NetWatch are heavily financed by governments and other corporations, benefiting from a high degree of independence and top-notch equipment. Rumor has it that their operatives are well versed in conventional combat and cyberwarfare, and they have access to restricted anti-personnel and tracking software—including the infamous Black Ice.

Although NetWatch's authority is vast, it varies depending on the world region. In the United States they are free to roam, feared by cyberpunks and corporations alike as dreaded boogeymen and Net hellhounds. In the Pacifica region, especially in Australia and New Zealand, their actions are more restricted due to local regulations. ⊠



MOST NIGHT CITY POLICE OFFICERS ARE NOT PROVIDED WITH ADEQUATE EQUIPMENT TO FACE THE DANGERS THEY MIGHT ENCOUNTER DURING A TYPICAL SHIFT. THEIR CORPORATE COUNTERPARTS ARE GENERALLY ENDOWED WITH FAR SUPERIOR ARMS AND ARMOR.

Serve&Protect

Now Recruiting

POLICE
NCPD
POLICE

MEET YOUR
NEIGHBORS

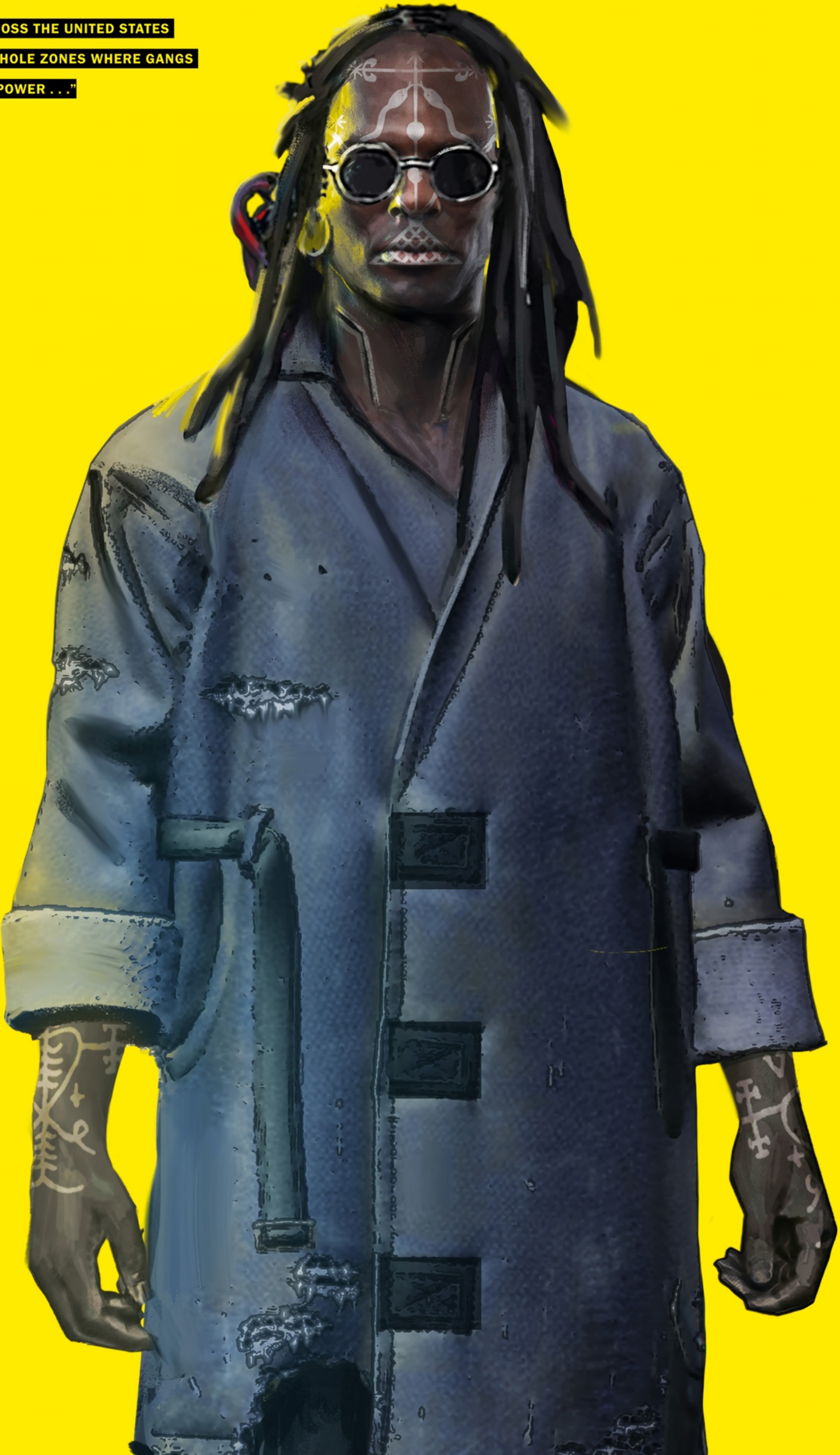
NIGHT CITY
POLICE DEPARTMENT

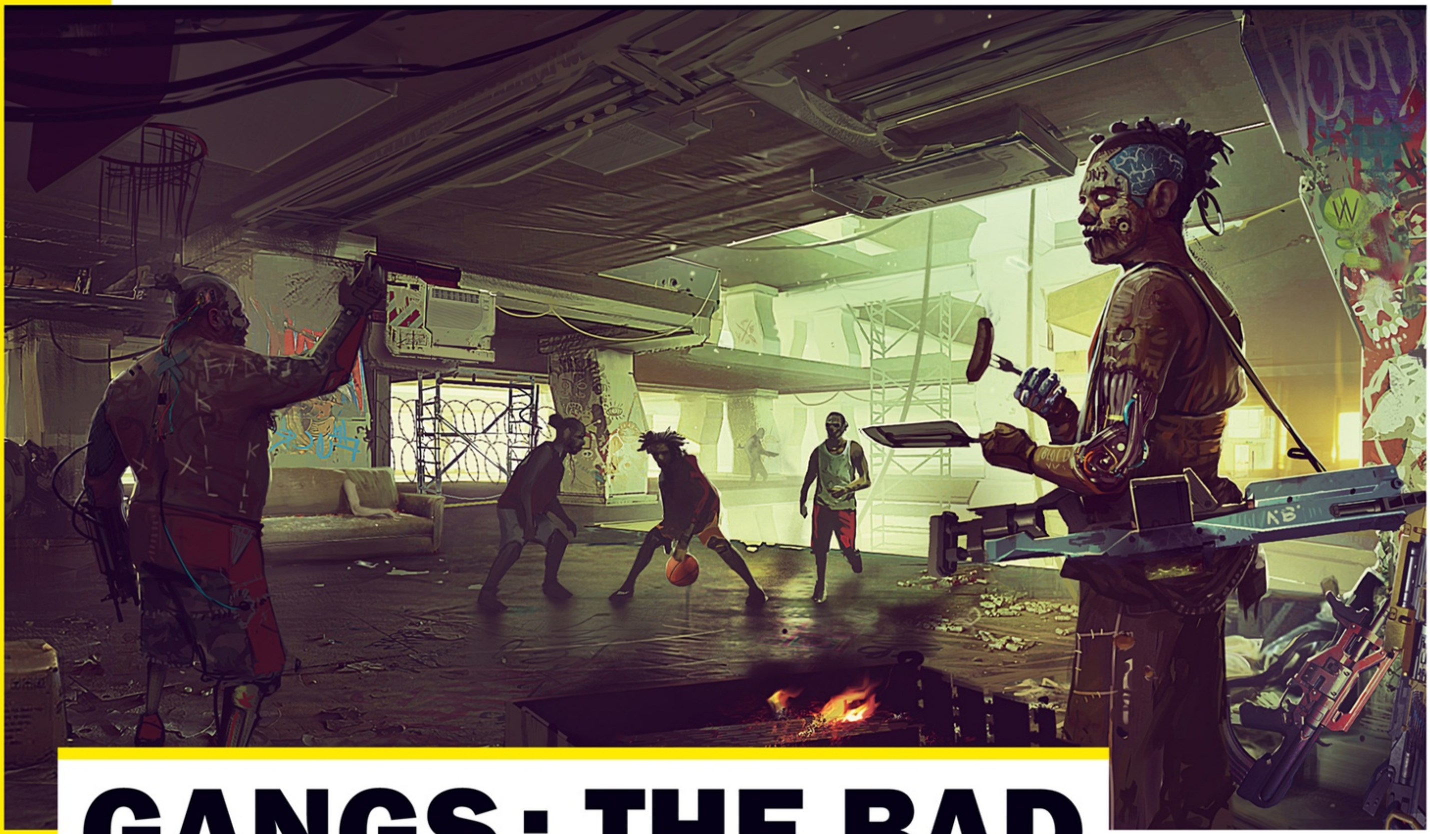
Be part of the elite.

NIGHT CITY
POLICE DEPARTMENT

ADVERTISEMENT LINK
SERIAL/ FRD-143G-MI34-H112 /

"IN MANY CITIES ACROSS THE UNITED STATES TODAY, THERE ARE WHOLE ZONES WHERE GANGS ARE THE ONLY TRUE POWER . . ."





GANGS : THE BAD AND THE UGLY

GANGS ARE SO UBIQUITOUS IN MODERN CITIES THAT WE'VE GROWN ACCUSTOMED TO THEIR PRESENCE—ESPECIALLY IN POORER DISTRICTS.

START →

How did we end up with so many people joining the organized criminal groups that now claim control over various city districts?

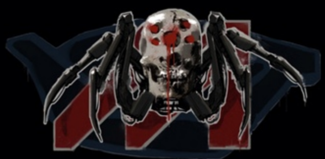
It all began during the recession in the early '20s when companies were shutting down plants across the country. Thousands lost their jobs. It was a death sentence for smaller towns and cities where those facilities were the only source of employment. People started fleeing to the bigger urban centers, which offered new job prospects . . . or so they thought.

It quickly became obvious that the labor market wasn't able to absorb so many unemployed people. Now destitute and toiling in poor suburbs and cheap housing, these communities became the soil in which the gangs grew. Amid the downfall of government infrastructure and the disintegration of societal institutions, gangs rapidly swelled in numbers by absorbing new neighborhoods. In many cities across the United States today, there are whole zones where gangs are the only true power, tenaciously resisting the attempts of the government and corporations to reclaim their districts. ⊠

DISCLAIMER: The data and numbers presented on the following charts come from a leaked report produced for NC City Hall outside of official channels. From what we can tell, it contains some inaccuracies and inconsistencies, and presents a rather superficial view on the subject. Some of the prominent members and locations might be outdated, estimated gang sizes are clearly understated and other items such as "cyberware" and "turf" should be taken with a grain of salt. "Threat level" probably refers to the gang's ideology and its tendencies to commit "random acts of violence," not to the individual threat level of each pissed-off, cyberaugmented, combat-drug-filled member, so think twice before you decide that crossing the "low-threat" Mox is a good idea.

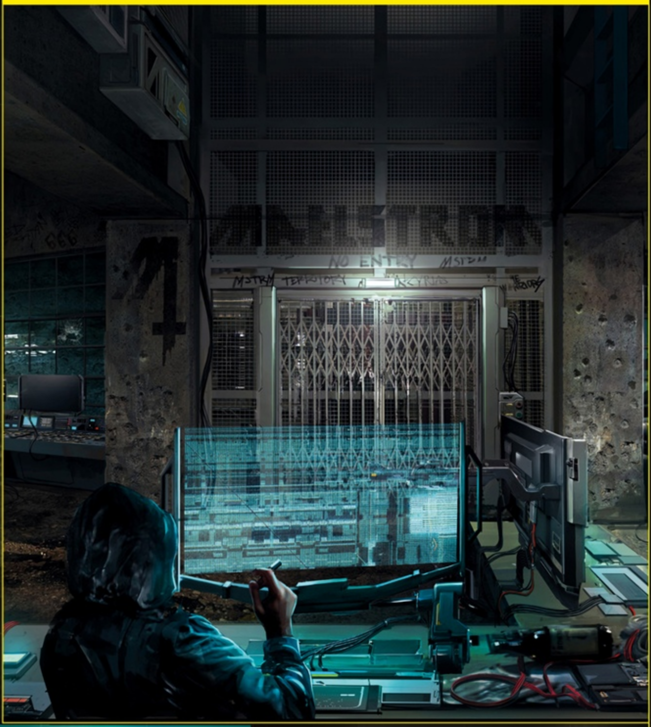
MLSTRM

[GANG]: MAELSTROM
[ESTIMATED GANG SIZE]: 1,300
[PROMINENT MEMBERS]: DECLAN "THE BRICK" GRIFFIN, SIMON "ROYCE" RANDALL, "DUM DUM," BRANDON FROST
[FACTION LOCATIONS]: ABANDONED "ALL FOOD" PLANT, TOTENTANZ CLUB, FACTORY HALL, HEAVENMED CLINIC
[TURF]: WATSON DISTRICT (NORTHSIDE INDUSTRIAL DISTRICT), NORTHERN KABUKI
[TAG AND COLORS]:



[THREAT LEVEL]: EXTREME
[CYBERWARE]: PAIN EDITORS, CYBER OPTICS, REFLEX BOOSTERS

PORT: CONNECTED. . .



INFO NO.07231836

[FACTION OVERVIEW]:

A dangerous, violent gang from Night City's industrial zone. Members are fascinated by the Net and cybertechnologies, and frequently undergo extensive illegal body modifications. Many of the gang's members are on the verge of developing cyberpsychosis, or already suffer from the condition. Maelstrom's physical appearance is distinguished by the gang's dehumanizing heavy augmentation and occult-inspired black metal tattoos. Cyberoptical implants, cyberlimbs with built-in combat modifications, and subdermal body plating are especially common.

[PHILOSOPHY AND STRUCTURE]:

Maelstrom philosophy is dictated by an obsession with cybertechnologies, the urge to improve the "weak flesh," a fascination with the occult, and pursuit of otherworldly sensations. These ideals are connected, as many believe that over-augmenting with cyberimplants may lead to cyberpsychosis and other mental disorders. Nevertheless, Maelstromers don't seem to be bothered by that, as they clearly enjoy sliding on the edge of madness.

On their home turf of the industrial part of the Watson District, the gang is split into smaller groups that are each responsible for a different part of their criminal enterprise. Depending on the task, those groups can be as large as thirty members—for raids, hit jobs, or protecting valuable cargo—or as few as four or five bodies if simply patrolling their turf.

[CRIMINAL ACTIVITY AND SOURCES OF INCOME]:

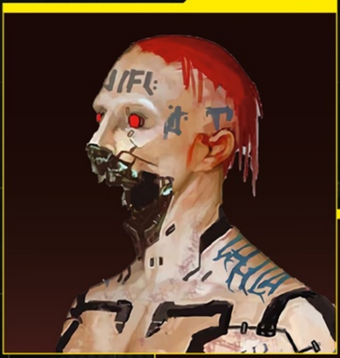
Maelstrom's main revenue stream comes from smuggling illegal meds and drugs, such as tri-phet. They are also known for taking hit jobs, which they execute in brutal and bizarre fashions. Many of their victims are found dismembered, skinned alive, or drowned in wet concrete. They also have a history of well planned and executed heists performed on heavily-guarded corporate transports.

Another significant source of Maelstrom income is the Totentanz Club—the most popular gangsters' club and "drink&riot" venue in Night City. Located in an abandoned factory, Totentantz is a place where the members of other gangs come to party hard and listen to neo-death metal music—as long as they respect Maelstrom's authority and customs. Any night at TTC with a body count of less than a dozen is considered crappy and boring.

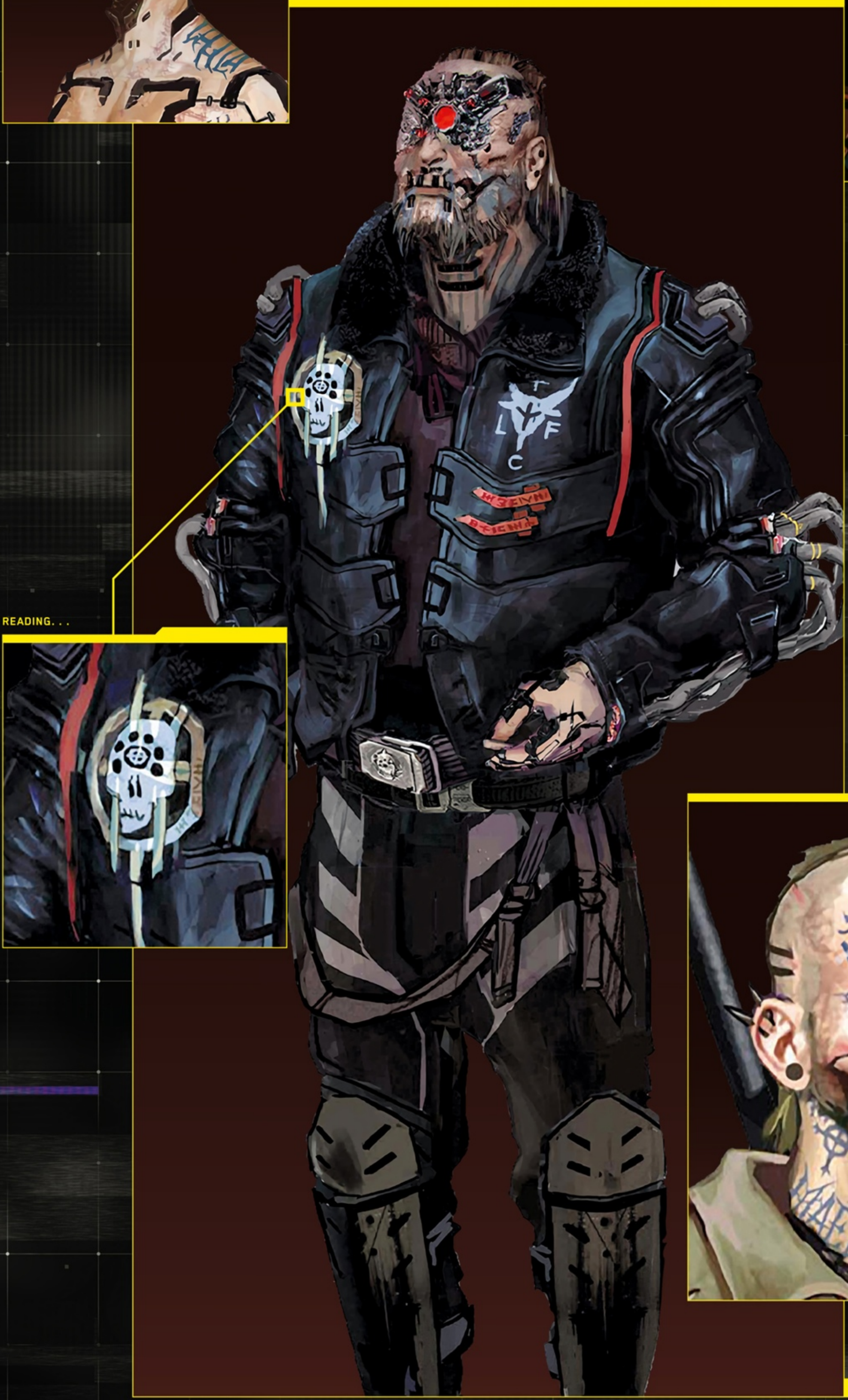
There are also unconfirmed rumors that gang is somehow involved in the production of black market braindance records—especially bizarre, disturbing, and extremely violent BDs. Other purportedly popular products are records of so called "Numbness"—an emotional void that places users in a strange state of mind—which are quite popular among overstimulated BD users. Despite those rumors, NCPD has found no evidence connecting the Maelstrom gang to the production and distribution of black market braindance.

SYS VER 8.2.5 :: 0620

PORT: CONNECTED. . .

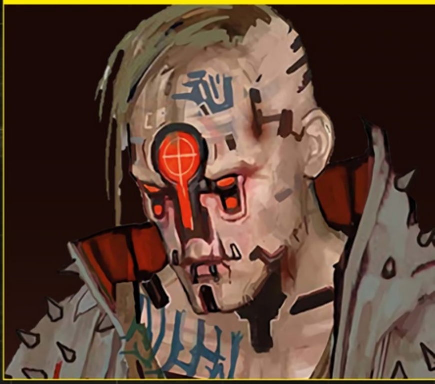


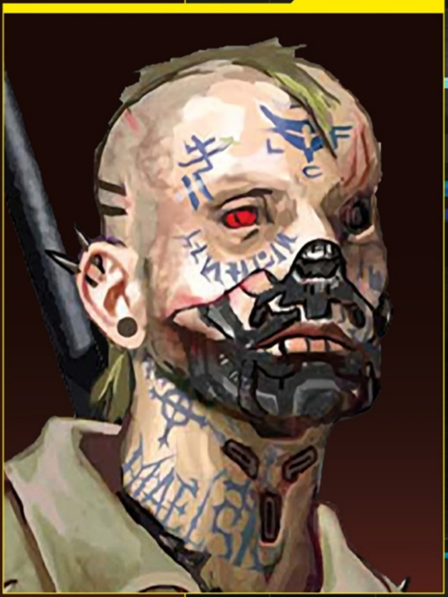
LOADING DATA. . .



READING. . .

LOADING DATA. . .





37.000821, -122.059899

CONNECTING NCPD (# # # # #)

NETWORK STAT :: 11111010111

ANIMALS

[GANG]: ANIMALS

[ESTIMATED GANG SIZE]: 2,500-3,000, DIVIDED INTO SMALL "PACKS"

[PROMINENT MEMBERS]: SASQUATCH, VALDEMAR "THE BULLY," MARTA "ABOMINATION" LING

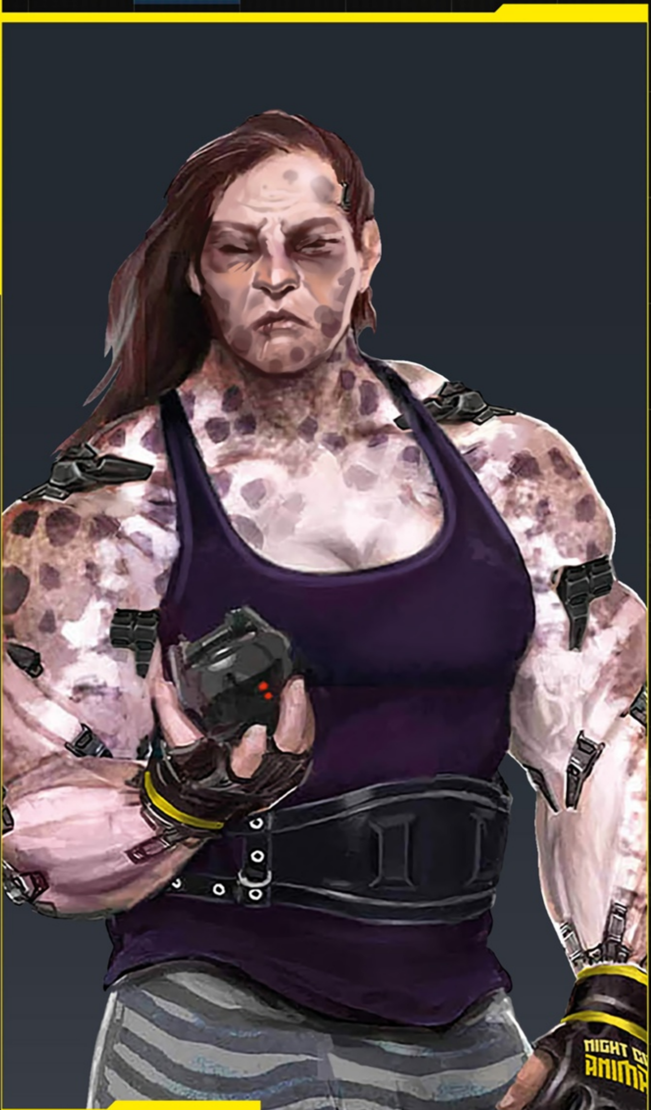
[FACTION LOCATIONS]: PAINT FACTORY, DESTROYED PACIFICA METRO STATION, TRIPLE EXTREME GYM

[TURF]: NO ISOLATED TURF; THEY CAN BE ENCOUNTERED AS BOUNCERS AND BODYGUARDS IN VARIOUS PARTS OF NIGHT CITY. RECENTLY THEY INCREASED THEIR ACTIVITY IN SOUTH PACIFICA.

[TAG AND COLORS]:

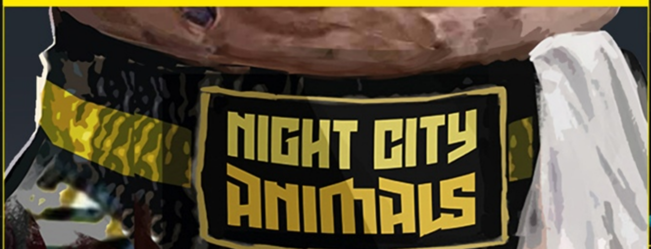
[THREAT LEVEL]: HIGH

[CYBERWARE]: PAIN EDITORS, COMBAT DRUG INJECTORS, AUGMENTED CYBERLIMBS

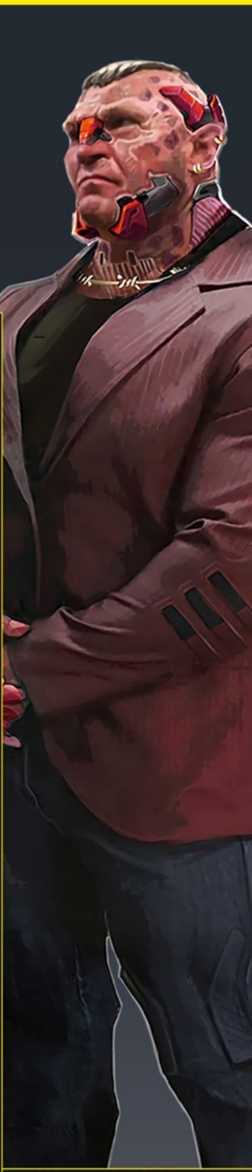


SYS VER 8.2.5 :: 0620

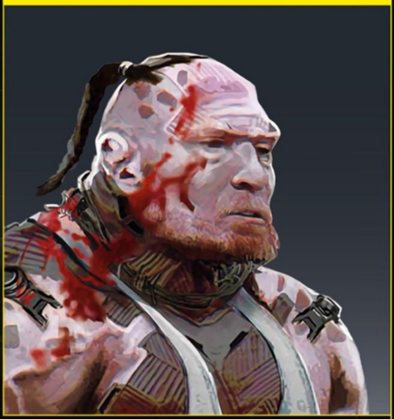
READING. . .



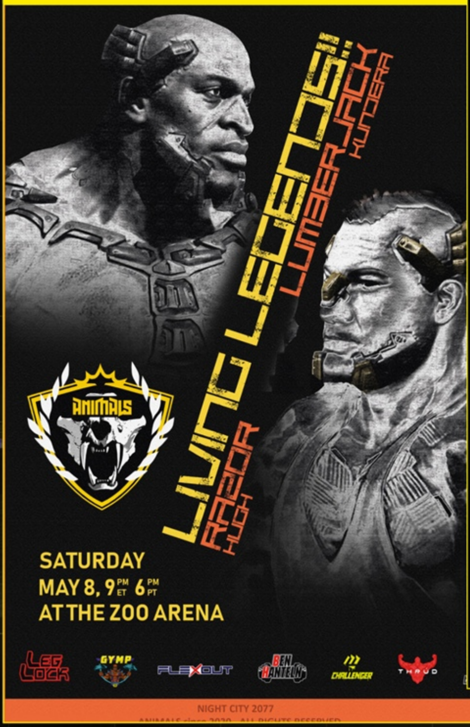
LOADING DATA. . .



LOADING DATA. . .



PORT: CONNECTED. . .



INFO NO.07240932

[FACTION OVERVIEW]:

Animals are an aggressive street-fighting gang without permanent turf. Their members are known for eschewing the most common electronic implants in favor of custom-brewed body enhancements and modifications. They use ultratestosterone and animal supplements—including equine growth hormone—to make themselves bigger and stronger. Experienced brawlers and trained in various forms of martial arts, Animals are keen on cage fights, duels, and other displays of brute physical force. Their ferocity and toughness makes them sought-after bouncers and bodyguards.

They typically sport tattoos and hooligan hoods as well as some artificial animalistic features ranging from purely cosmetic changes like spotted or striped skin and subdermal implants to extreme plastic surgery and cybernetic modifications like bestial jaws, and vat-grown implanted muscles.

[PHILOSOPHY AND STRUCTURE]:

Animals are fascinated with the feral, primal side of human nature. They perceive this aspect of humanity as the border between man and animal, and are each on a personal quest to cross that border to establish themselves as a new dominant human subspecies. To achieve these ends, they constantly subject themselves to various brutal and violent tests of skill. They'll often take on dangerous cyberimplanted opponents, be they members of other gangs, the police, or corporate forces. They train in fighting sports not for philosophical reasons, but to sharpen their effectiveness in combat. Internal gang relations are obviously equally animalistic. On their own impermanent turf, Animals are divided into small "packs," led by the biggest and strongest gang member, the alpha male or female. Disputes are resolved through trial by combat, which is fought until one side completely submits.

[CRIMINAL ACTIVITY AND SOURCES OF INCOME]:

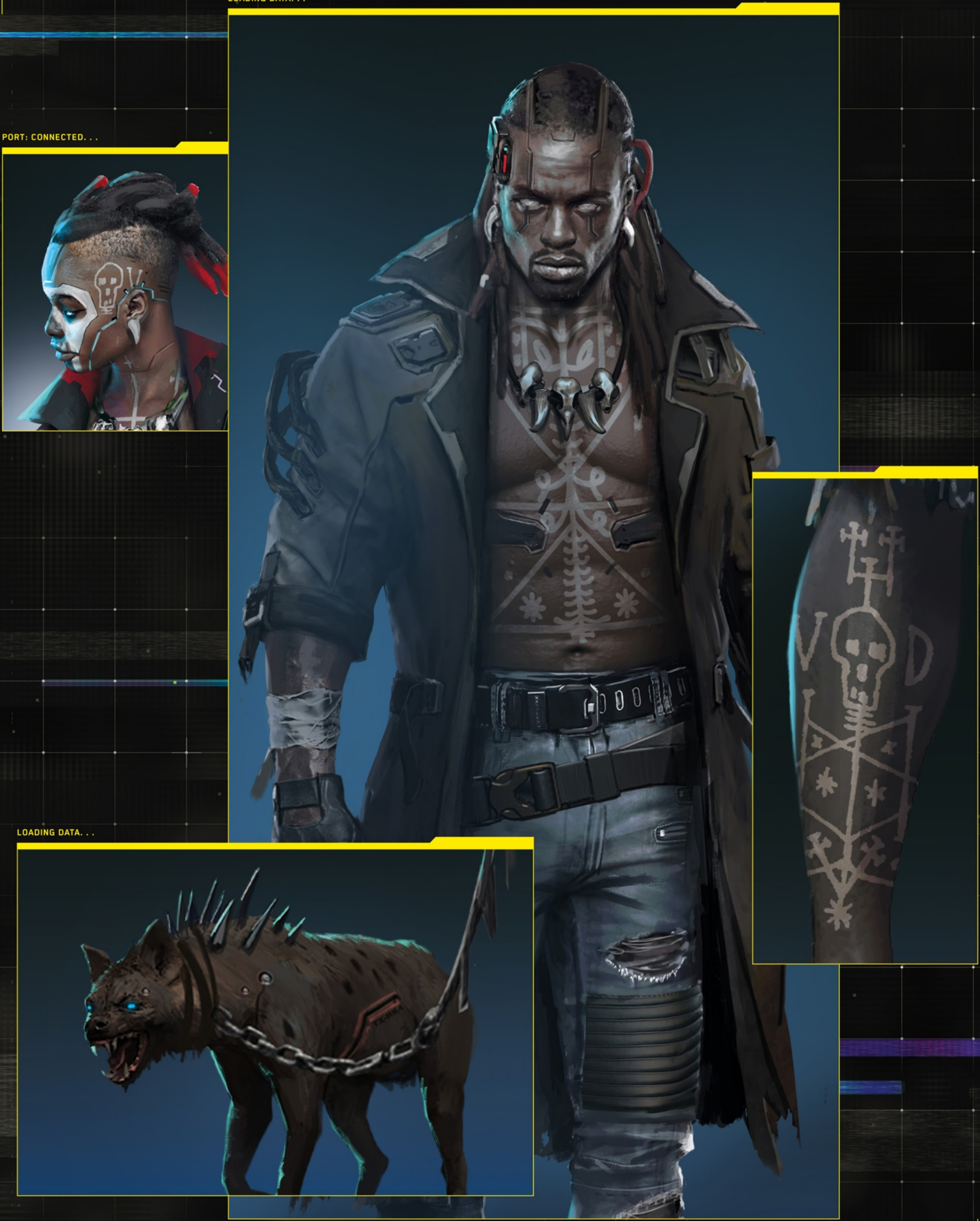
Animals are mostly known for their ultraviolent raids on residential districts and other gangs' home turf. They also organize illegal underground fights, and manufacture and sell drugs—mostly custom-brew anabolic steroids. A few packs specialize in robbing drugstores, chemical transport, pharmaceutical companies, and other drug dealers. Some Animals hire themselves out as bouncers at brothels and strip clubs, or as racketeers who specialize in extortion and assault.

51.384032, -2.363009

SYS VER 8.2.5 :: 0620

LOADING DATA. . .

PORT: CONNECTED. . .

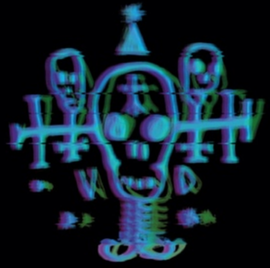


LOADING DATA. . .

35.009421, 135.666757

VOODOO BOYS

[GANG]: VOODOO BOYS
[ESTIMATED GANG SIZE]: UNKNOWN, ESTIMATED BETWEEN 50 AND 250 MEMBERS
[PROMINENT MEMBERS]: TI NEPTUNE, PHILIPPE "AGVE" ORESTE, PLACIDE, BRIGITTE
[FACTION LOCATIONS]: THE CHAPEL, J. EDGAR HOOVER ELEMENTARY, OCEANVIEW I, SKINNY FRANK'S TITTIES "N" BEER
[TURF]: PACIFICA (COASTVIEW), SOME PARTS OF THE NET
[TAG AND COLORS]:



[THREAT LEVEL]: LOW (EXTREME IN CYBERSPACE)
[CYBERWARE]: CYBERDECKS, NEURAL LINKS

LOADING DATA. . .

INFO NO.07240932

[FACTION OVERVIEW]:

An enigmatic gang from Pacifica with a dark reputation for their netrunning skills and mystical voodoo flavor. Presumed to consist entirely of those with Haitian blood, the Voodoo Boys are an exclusive, secretive gang, and are distrustful of outsiders. The gang was originally made up entirely of voodoo priests and priestesses—the prominent caste in the Creole culture of the Haitian diaspora. In 2062, the annihilating forces of climate change wiped Haiti off the face of the earth, and initiated a new chapter in the Voodoo Boys' history. The gang became the newly self-appointed guardians of Haitian refugees' interests and safety in the Pacifica combat zone. Most Voodoo Boys are netrunners, so cooling suits and neural implants are common elements of each member's outfit, complemented by more culturally specific, "voodoo-flavored" elements like dreadlocks, tattoos, and the bones and skulls of small birds and rodents worn as charms.

[PHILOSOPHY AND STRUCTURE]:

Due to the homogeneous nature of the Creole diaspora in Pacifica—coupled with the lack of any police forces in the district—it is difficult to obtain precise information about the Voodoo Boys' numbers, structure, or even their goals. It's widely known the gang is devoted to uncovering the secrets of the Old Net, and it's commonly believed that they continuously probe the Blackwall in the hope of making contact with rogue intelligent systems that live beyond the barrier. These activities have earned the Voodoo Boys the attention and enmity of the NetWatch organization, whose agents are especially interested in tracking and dispatching rogue netrunners and independent self-aware ISs.

It is unknown to what extent (if any) the Voodoo Boys are connected with actual voodoo religious practices in the Haitian diaspora of the Pacifica district.

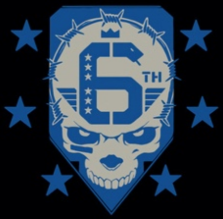
[SOURCE OF INCOME]:

The gang's primary criminal activities involve the hacking of databanks and accounts within various corporations in search of restricted and top-secret data. They persistently violate NetWatch laws and regulations, especially with regard to contact with ISs.

The Voodoo Boys also hire themselves out as mercenary netrunners for private contractors who are interested in hit-and-run netrunning operations or exploring the forgotten and ruined parts of the Old Net. Other sources of income are hard to verify, but theft of virtual currency and information brokering are probably among them.

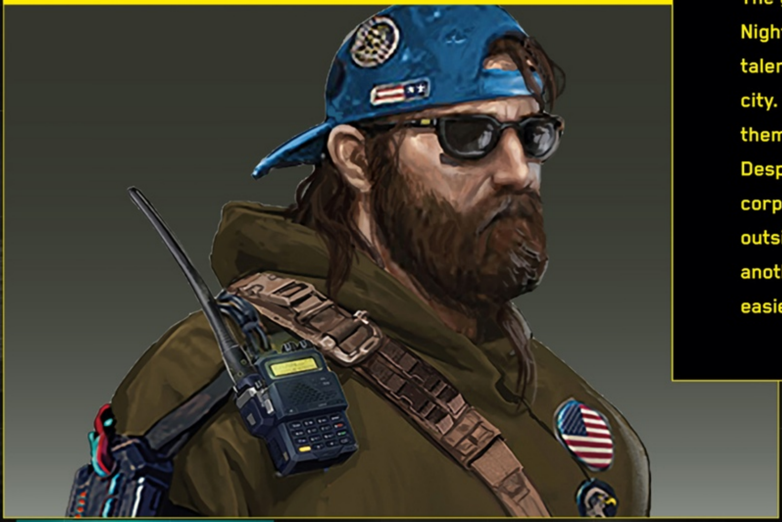
6TH STREET

[GANG]: 6TH STREET
[ESTIMATED GANG SIZE]: 2,300
[PROMINENT MEMBERS]: WILL GUNNER, RICK MORTON, WYATT ALKEN, LUCIUS THORAN, MATT DODGES, PATRICIA GERVILLE
[FACTION LOCATIONS]: WICKED TIRES AUTO SHOP, PIG BOY'S DELIGHT IRISH PUB, OLD C-TEAM HQ
[TURF]: THEIR MAIN AREA OF INFLUENCE COVERS SANTO DOMINGO (BOTH ARROYO AND RANCHO CORONADO). THE GANG ALSO HAS SOME INFLUENCE IN CHARTER HILL AND THE GLEN, BUT THEY TRY TO RESPECT OTHER GANGS' TERRITORIES IN THOSE CASES.
[TAG AND COLORS]:



[THREAT LEVEL]: MEDIUM
[CYBERWARE]: CYBEROPTICS, PAIN EDITORS, HEALTH MONITORS

PORT: CONNECTED. . .



INFO NO.07241028

[FACTION OVERVIEW]:

The 6th Street Gang were founded as old-fashioned American patriots who came together as an ad hoc civil police force. They've since foregone their original goal of serving the public trust, and today they're no better than other gangs who abuse their power and position in local communities. They regularly force smaller neighborhood businesses to pay tribute and "protection money," and they're known to engage in various shady and outright criminal activities.

The 6th Street look is heavily influenced by military uniforms with patriotic accents: military boots, tactical vests and kneepads, cargo pants, baseball caps with old US flags, stars, stripes, and eagles.

[PHILOSOPHY AND STRUCTURE]:

6th Street was formed approximately fifty years ago by veterans of the Fourth Corporate War who were tired of local gang activity and the helplessness of the NCPD, and decided to take matters into their own hands. They gathered some equipment, refreshed their combat training, and took to the streets. The gang was created to keep thugs and hoodlums at bay, and its charismatic founders gave the people a way to protect themselves and seek retribution for the damage caused by the other gangs. Today the majority of 6th Street members are veterans of more recent conflicts, retired military and discharged corporate security officers who were unable to find other employment. The rest of the members are civilians who were provided military training after joining the gang. Their main motivation is still ostensibly to "bring justice to the city," but their interpretation of the law is questionable and self-serving. 6th Street's main headquarters are in Arroyo, but their other districts of operation each have their own local HQs that are responsible for patrolling the neighborhood and monitoring the gang's facilities.

[SOURCE OF INCOME]:

6th Street's activities include robbery, extortion, and gun smuggling. The group has extensive connections with Nomad groups outside of Night City. The gang also steals and modifies cars—6th Street has talented techies, and runs many garages and workshops around the city. They offer their services as a combat taxi for hire, which has made them especially popular among edgerunners and mercenaries. Despite their criminal nature, the gang is mostly tolerated by corporations and police forces, unless gang members cause trouble outside of their established turf. Military-oriented corporations have another customer for their high-end products, and the NCPD's job is made easier by the ersatz law that 6th Street maintain in their neighborhoods.

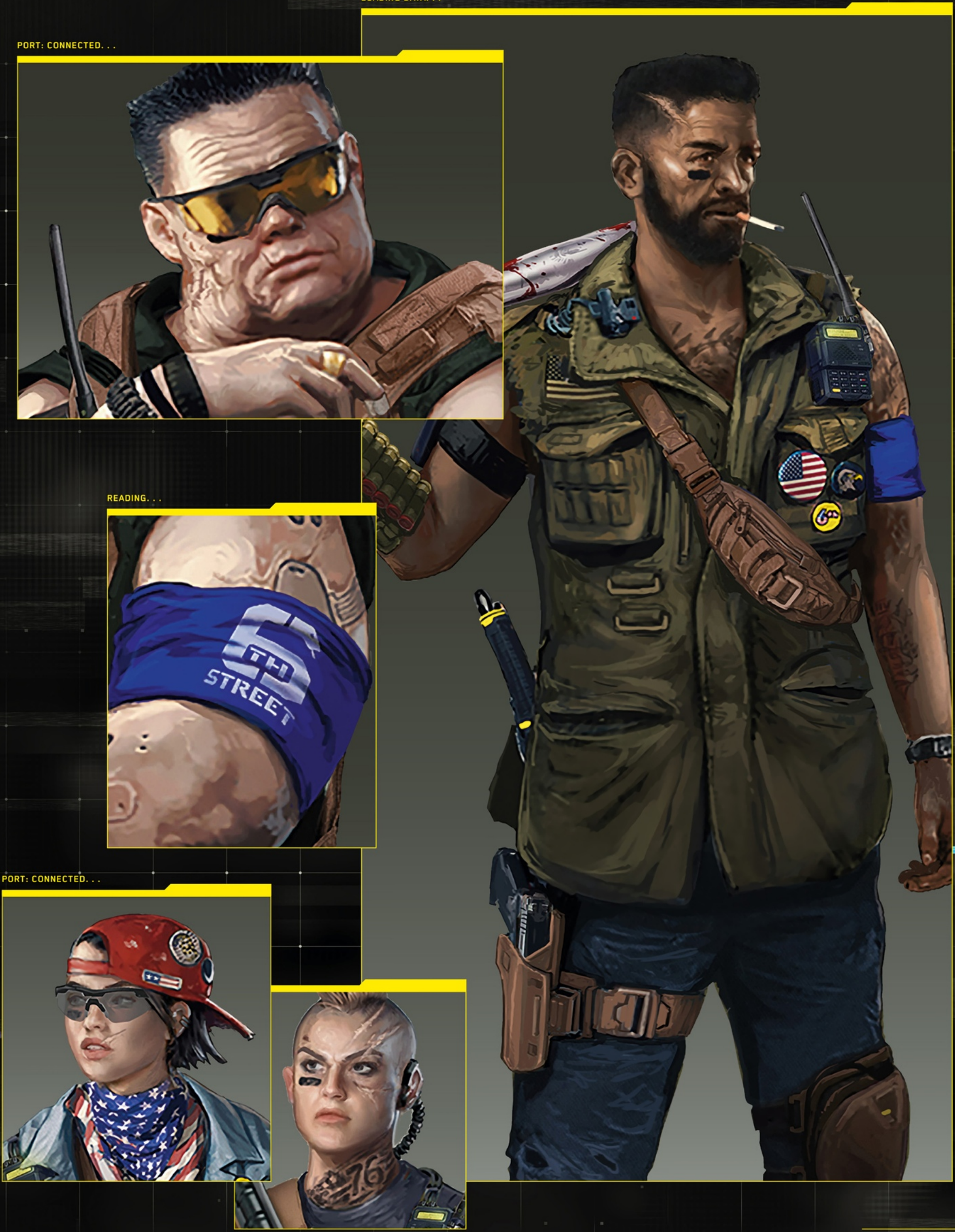
SYS VER 8.2.5 :: 0620

LOADING DATA. . .

PORT: CONNECTED. . .

READING. . .

PORT: CONNECTED. . .



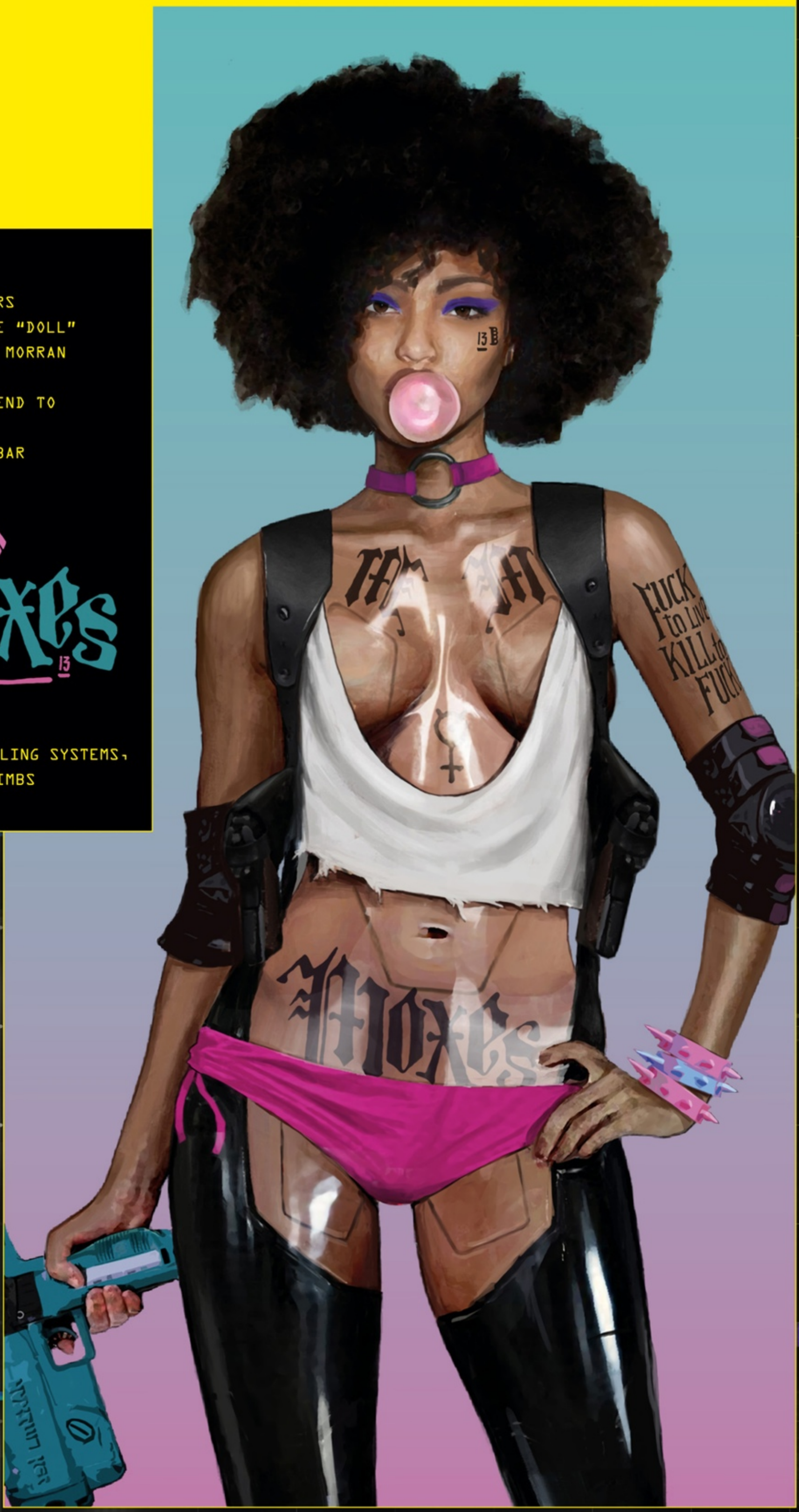
40.744798, 14.498317

the Mox

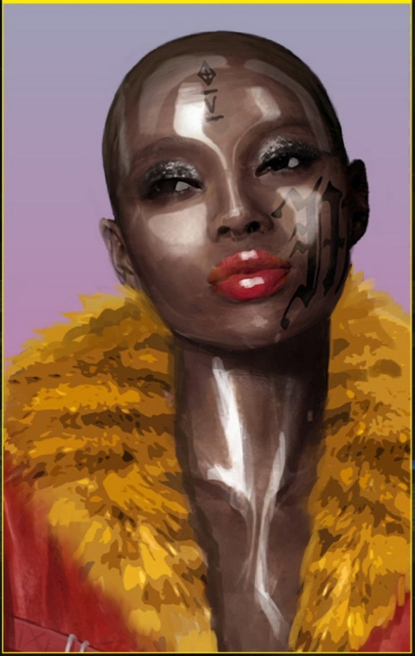
[GANG]: THE MOX
[ESTIMATED GANG SIZE]: 200 TO 250 MEMBERS
[PROMINENT MEMBERS]: SUSIE "Q," DOLLIE "DOLL" RADCLIFFE, JAMES MORRAN
[FACTION LOCATIONS]: LIZZIE'S BAR
[TURF]: NONE, BUT THEY TEND TO STICK TO KABUKI, AROUND LIZZIE'S BAR
[TAG AND COLORS]:

Moxes

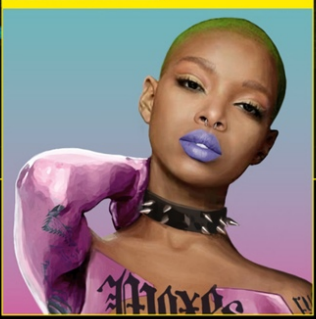
[THREAT LEVEL]: LOW
[CYBERWARE]: OPTICAL CAMO, COOLING SYSTEMS, AUGMENTED CYBERLIMBS


FUCK to Love KILL to FUCK
Moxes

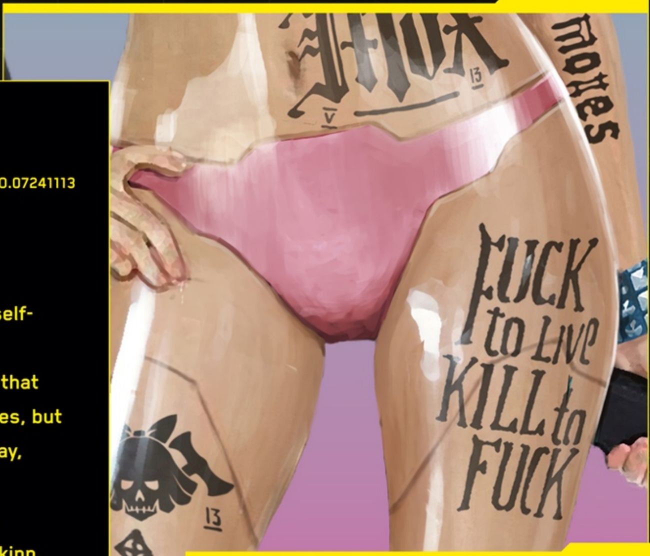
PORT: CONNECTED. . .



LOADING DATA. . .



READING. . .


Mox
moxes
FUCK to Live KILL to FUCK

INFO NO.07241113

[FACTION OVERVIEW]:

The Mox are a small, nonterritorial gang, consisting mostly of sex workers, anarchists, punks, and sexual minorities. Formed in the interest of mutual self-defense, their name comes from the old slang word "moxie," denoting their determination to stand up to their oppressors. The Mox like to wear outfits that mix the punk aesthetic with inexpensive fashions typically worn by prostitutes, but they tend not to wear clothes that would restrain their movements in any way, leaving them looking more like gangers than sex workers. Some members—especially those who specialize in combat—have heavily modified bodies that sometimes evoke a "plastic doll" style, but may also be disguised with RealSkinn. One of their gang symbols is a labrys—a double-headed axe—displayed on their walls, clothes, tattoos, or jewelry.

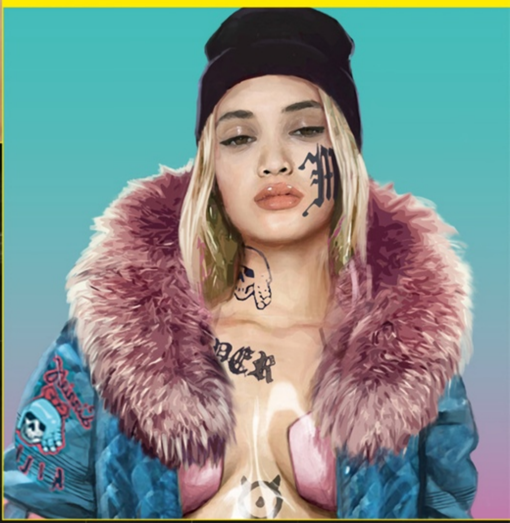
[PHILOSOPHY AND STRUCTURE]:

The Mox were formed during the riots that occurred after the death of Elizabeth "Lizzie" Borden, a strip club owner and former prostitute who was known for treating her workers fairly and defending them from violent clients. In 2067, one of Lizzie's girls was brutally raped and murdered by Tyger Claw gangers. Lizzie avenged her by killing three of the assailants with an axe and displaying their bodies in front of her club, proclaiming that the same would happen to anyone else who hurt a prostitute. That night, Tyger Claws raided and demolished her bar before killing Elizabeth. These actions created an uproar that the Tygers could not have foreseen. Lizzie's death set off a wave of protracted riots all over Night City, and Tyger Claws members and businesses became the main targets of the violence. Those events cemented Elizabeth Borden as a symbol of defiance against gangers' lawlessness and brutality. Her ideological successors commemorated her by rebuilding her place, naming it "Lizzie's Bar," and forming a gang that brought together those who felt threatened and oppressed, especially among sex workers and sexual minorities.

The Mox do not have any strict hierarchy. Nevertheless they are a gang, and regardless of the fact that its members refer to themselves as "those who protect working girls and guys" from violence and abuse, they demand a substantial fee from their charges. They also run several smaller brothels where they profit from prostitution, so they are far from being saints.

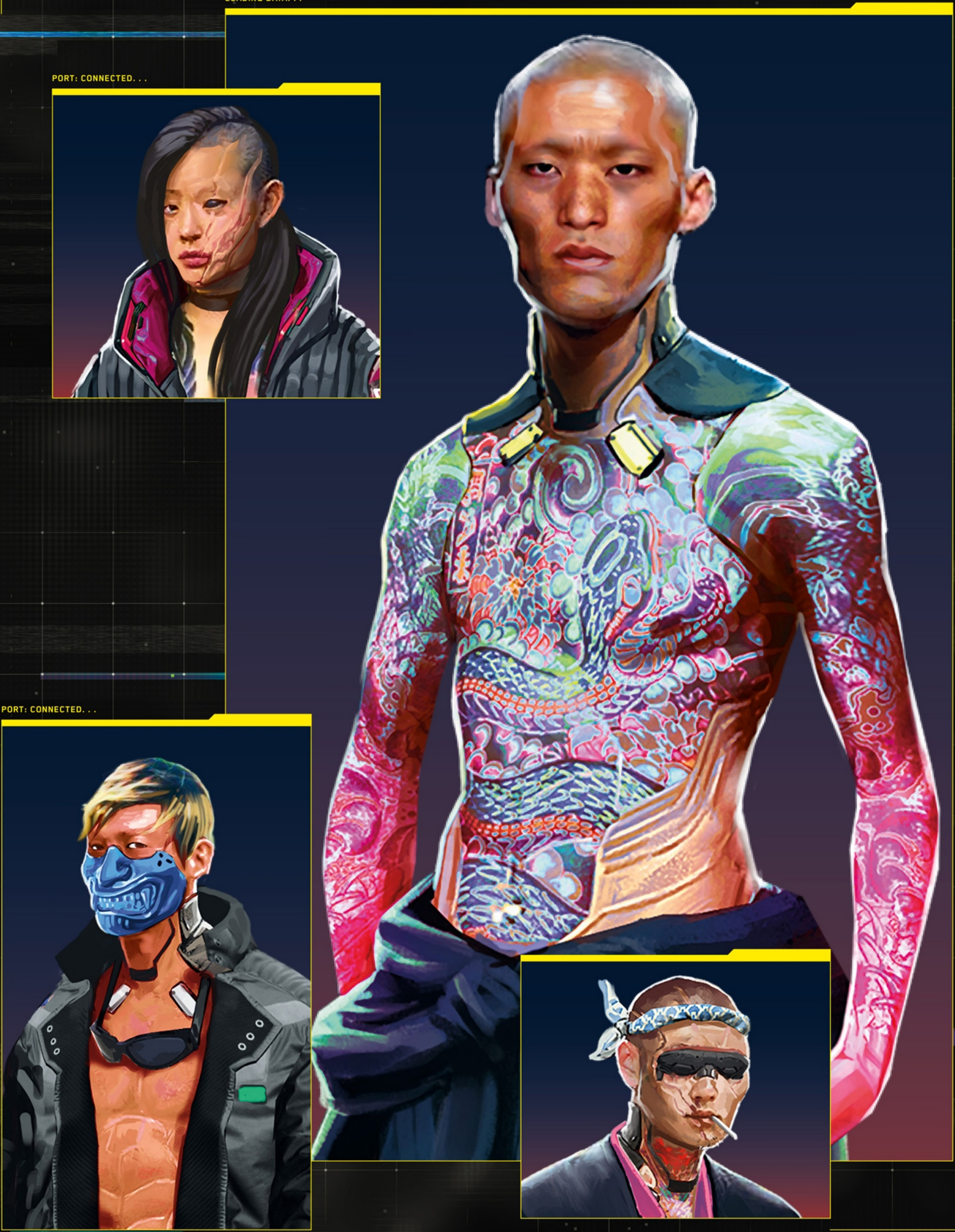
[SOURCE OF INCOME]:

Most of the Mox's income is generated by Lizzie's Bar, which is now an exclusive braindance club. They do not control any contiguous portion of Night City, focusing instead on protecting their facilities, members, and sex workers who operate in the vicinity of Lizzie's Bar. As long as they are left to their business, they do not actively seek confrontation with other gangs, although they have a tense relationship with the Tyger Claws, who continue to test their patience and combat capabilities.



ERROR#02:
CORRUPTED
FILES_

LOADING DATA. . .


PORT: CONNECTED. . .
PORT: CONNECTED. . .

INFO NO.07241200

[FACTION OVERVIEW]:

One of the largest Night City criminal groups, the Tyger Claws are a ruthless territorial gang from Japantown who use methods similar to those of Asian organized crime syndicates like the triads and yakuza. Gang members are predominantly Asian, and the organization's primary objective is to maintain power over their turf while occasionally forcibly annexing other gangs' businesses. Tyger Claw foot soldiers are recognizable by their luminous Asian tattoos, fast street bikes, katanas, and tantos.

[PHILOSOPHY AND STRUCTURE]:

The Tyger Claws' approach to business resembles that of the Japanese yakuza. Disrespecting or crossing even a low-level soldier can cause an immediate and violent reaction from the entire organization, but as long as they get what they want, everything should be fine. The Claws' top brass know that business is preferable to war in the long run, and that you can go further with a machine gun and the semblance of principles and honor than with a machine gun alone.

On the other hand, many of the rank-and-file TC gangers are sadistic brutes who are prone to violence. Abduction, torture, sexual assault, and cruel or unusual killings are just a few examples of their depravity. It's not uncommon for young, brash, or simply drunk gangers to undermine their organization's ideologies by abusing their status on gang turf, hassling outsiders, and provoking fights on the streets. This behavior is considered dishonorable by most high-ranking Tyger Claw crime bosses, but an outsider responding to a gang member's disrespectful behavior in kind will rarely go unpunished. Most provoked individuals outside of the Tyger Claws' ranks will wisely chose to avoid a direct confrontation—unless they happen to have connections within the higher ranks of the organization.

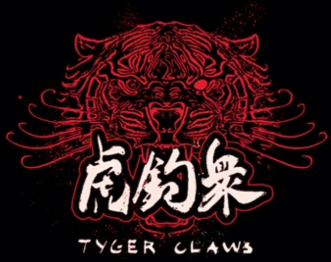
[SOURCE OF INCOME]:

Japantown is Night City's premier nightlife district, and the Tygers control a significant portion of it. They own more businesses than any other gang in Night City—bars, restaurants, braindance clubs, brothels, and casinos. Most of these establishments are registered as legal businesses, but many act as fronts for illegal operations and money laundering. The gang makes most of its money on prostitution and human trafficking, but they also manufacture and distribute drugs (notably the infamous "glitter"), and some members eagerly hire themselves out for hit jobs.

The Tyger Claws also have connections with various corporate officials who visit their places of business to have fun and blow off steam. The Claws have especially close ties with Arasaka's upper management, who have been known to outsource side jobs to the gang, and pay them with cybertechnology and military-grade automatic weapons.

虎鉤衆

[GANG]: TYGER CLAWS
[ESTIMATED GANG SIZE]: 5,500
[PROMINENT MEMBERS]: HIROMI SATO, ISHIN OBATA, HIYAME MIYAGAWA, JOTARO SHOBO, XIU LIAN, WU DONG
[FACTION LOCATIONS]: CLOUDS, LITTLE MACAO, DEREVAJA DOJO, TEAHOUSE AND SHINTO SHRINE, TANK GIRLS CLUB
[TURF]: WESTBROOK (JAPANTOWN AND CHARTER HILL), KABUKI (LITTLE CHINA)
[TAG AND COLORS]:

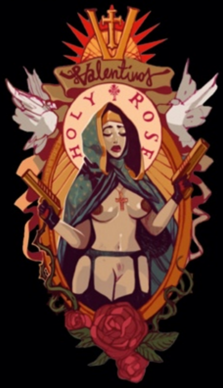


[THREAT LEVEL]: MEDIUM TO HIGH
[CYBERWARE]: REFLEX BOOSTERS, AUGMENTED CYBERLIMBS, PAIN EDITORS, ECM SYSTEMS MASKED AS TATTOOS

YAIBA
AURORA

Valentinos

[GANG]: VALENTINOS
[ESTIMATED GANG SIZE]: 6,000
[PROMINENT MEMBERS]: JOSE LUIS, GUSTAVO ORTA, CAMILA MARTINEZ, JULIO PALACIO
[FACTION LOCATIONS]: EL COYOTE COYO, MOTO CIELO, NUESTRA SEÑORA DE LOS DESAMPARADOS CATHEDRAL, LA CATRINA FUNERAL HOME, SUGAR SKULL PLANET
[TURF]: HEYWOOD (THE GLEN, WELLSPRINGS, VISTA DEL REY)
[TAG AND COLORS]:



[THREAT LEVEL]: MEDIUM TO HIGH
[CYBERWARE]: REFLEX BOOSTERS, AUTOLOADERS, AUGMENTED CYBERLIMBS

INFO NO.07241312

[FACTION OVERVIEW]:

The Valentinos are one of the largest gangs in Night City. Strictly territorial, they operate in the vast impoverished segments of the Latino barrios in Heywood, the Glen, and Vista del Rey, where they are strongly rooted in the local communities. They are representatives of the Chicano culture in Night City, and have cultivated those traditions for more than a century.

Valentinos members openly display their gang tattoos and gold jewelry with religious motifs, with the Santa Muerte and Jesus Malverde being the most popular and recognizable. They also display a taste for colorful clothes, pimped out lowriders, and custom decorative silver- and gold-plated guns.

[PHILOSOPHY AND STRUCTURE]:

The majority of Valentinos gang members are of Mexican heritage, but other races and ethnic groups are welcome to join. Members tend to integrate quickly, adopting the Chicano culture by celebrating various Mexican holidays and customs like Dia de los Muertos, Quinceañeras, Semana Santa, or Dia de Nuestra Señora de Guadalupe.

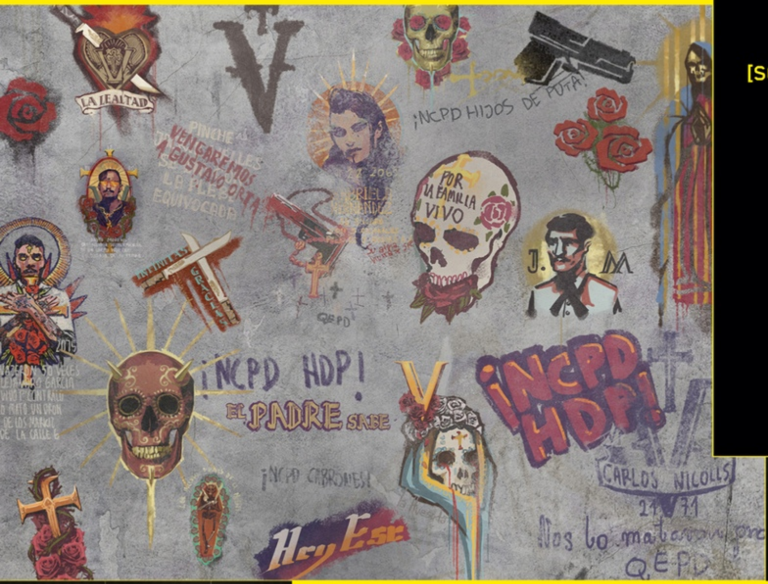
This sense of common heritage—or at least shared customs—binds the gang together with the local people to form one big family. The community's loyalty protects the gang members, making any police or corporate attempts to infiltrate the Valentinos almost impossible. In return, the gangers protect the whole neighborhood. It's for these reasons that betraying one's gang is among the most heinous crimes a Valentino can commit, and is usually punishable by a particularly gruesome death.

On the other hand, Valentinos who died fighting other gangs, police, or corporate enforcers are often remembered as saints and martyrs, commemorated in song, and depicted on giant murals. This memorial street art functions as religious iconography, complete with written descriptions of the saint's glorious deeds.

[SOURCE OF INCOME]:

The Valentinos own many legitimate businesses such as restaurants, auto shops, and nightclubs, but they also operate braindance recording studios, sports-betting parlors, and local construction companies. Any of these could be used as a stage for criminal activity: as meeting places, money-laundering operations, or illegal chop shops for stolen vehicles.

Their main sources of income are gun smuggling, car theft, drug trafficking, robbery, burglary, hit jobs (including assault or murder), prostitution, and illegal modification of weapons and vehicles.

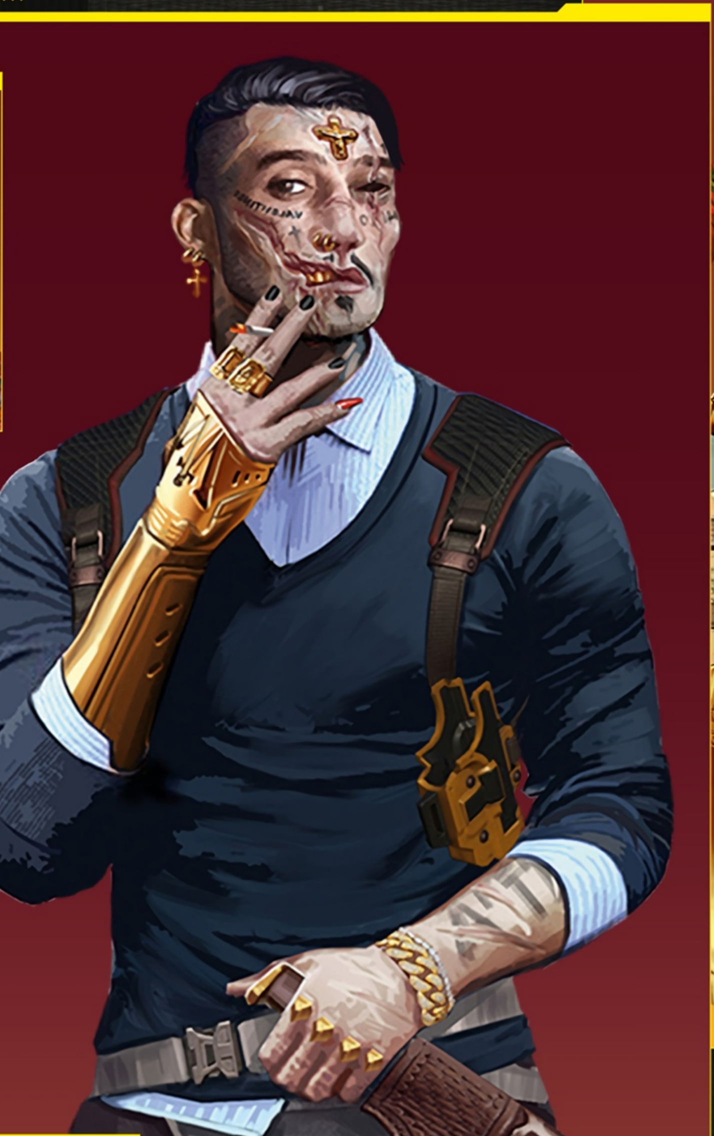


SYS VER 8.2.5 :: 0620

LOADING DATA. . .

PORT: CONNECTED. . .

LOADING DATA. . .



PORT: CONNECTED. . .

Valentinos
DIOS es AMOR
Valentinos

78.197415, 16.865277

WARNING: Incomplete data.

ERROR#13:
INFO
MISSING_

[GANG]: SCAVENGERS
[ESTIMATED GANG SIZE]: UNKNOWN (NOT ENOUGH DATA AVAILABLE)
[PROMINENT MEMBERS]: UNKNOWN
[FACTION LOCATIONS]: UNKNOWN (NOT ENOUGH DATA AVAILABLE)
[TURF]: PRESENT IN NEARLY EVERY PART OF THE CITY, BUT CONCENTRATED IN NORTH PACIFICA AND THE SOUTHERN PART OF WELLSPRINGS
[TAG AND COLORS]: NO DATA AVAILABLE
[THREAT LEVEL]: MEDIUM
[CYBERWARE]: CYBEROPTICS, PAIN EDITORS, HEALTH MONITORS, KEREZNIKOV, K.E.R.S.

INFO NO.07241200

[FACTION OVERVIEW]:

Scavengers are ruthless lowlife scum who prey on unwary law-abiding citizens and gangers alike. They emerged as a side effect of the widespread availability of body augmentations. Harvesting cyberware and organs is a nasty but profitable business, and Scavengers fill this niche by assaulting their victims on the streets. They are absolutely brutal, with zero regard for human life. To a Scav, a person is just set of products waiting to be sold on the black market.

[PHILOSOPHY AND STRUCTURE]:

Scavengers don't obey any particular philosophy. They don't care about anything but themselves and profit. They are merciless and immoral, and their methods are far from sophisticated—Scavs aren't afraid to get their hands dirty. The loosely defined gang has achieved a monopoly in the body parts aftermarket, since their customers would rather pay for human organs and second-hand cyberware than get into the gore business themselves.

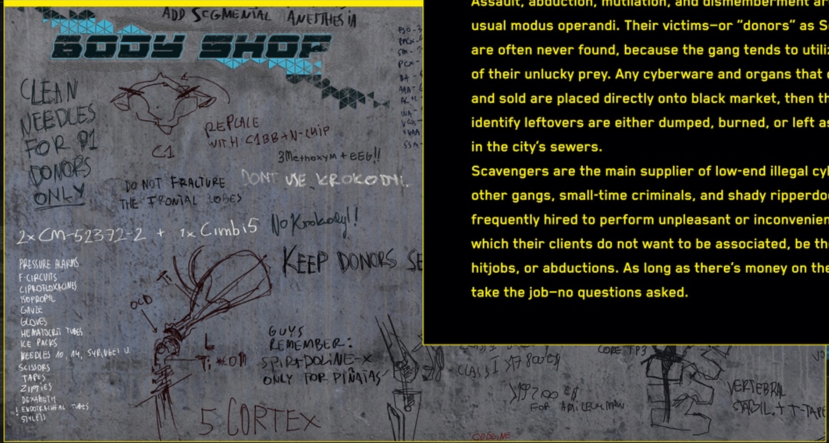
Scavengers don't have a single cohesive piece of turf. Their groups are spread across the city, marking their presence with tags and graffiti. Due to this scattering, they tend to form small bands with little or no internal hierarchy or structure, though groups are often led by the most unscrupulous, savage, and cunning individuals. Despite their lack of organized structure, Scavenger groups are definitely not to be disregarded or taken lightly. Knowing that their gruesome reputation is one of their few assets, they will make sure to make a grisly example of anyone who crosses them or complicates their business.

[SOURCE OF INCOME]:

Assault, abduction, mutilation, and dismemberment are the Scavengers' usual modus operandi. Their victims—or "donors" as Scavs call them—are often never found, because the gang tends to utilize the entire body of their unlucky prey. Any cyberware and organs that can be harvested and sold are placed directly onto black market, then the impossible-to-identify leftovers are either dumped, burned, or left as fodder for rats in the city's sewers.

Scavengers are the main supplier of low-end illegal cyberware for other gangs, small-time criminals, and shady ripperdocs. They are also frequently hired to perform unpleasant or inconvenient tasks with which their clients do not want to be associated, be they simple heists, hitjobs, or abductions. As long as there's money on the table, a Scav will take the job—no questions asked.

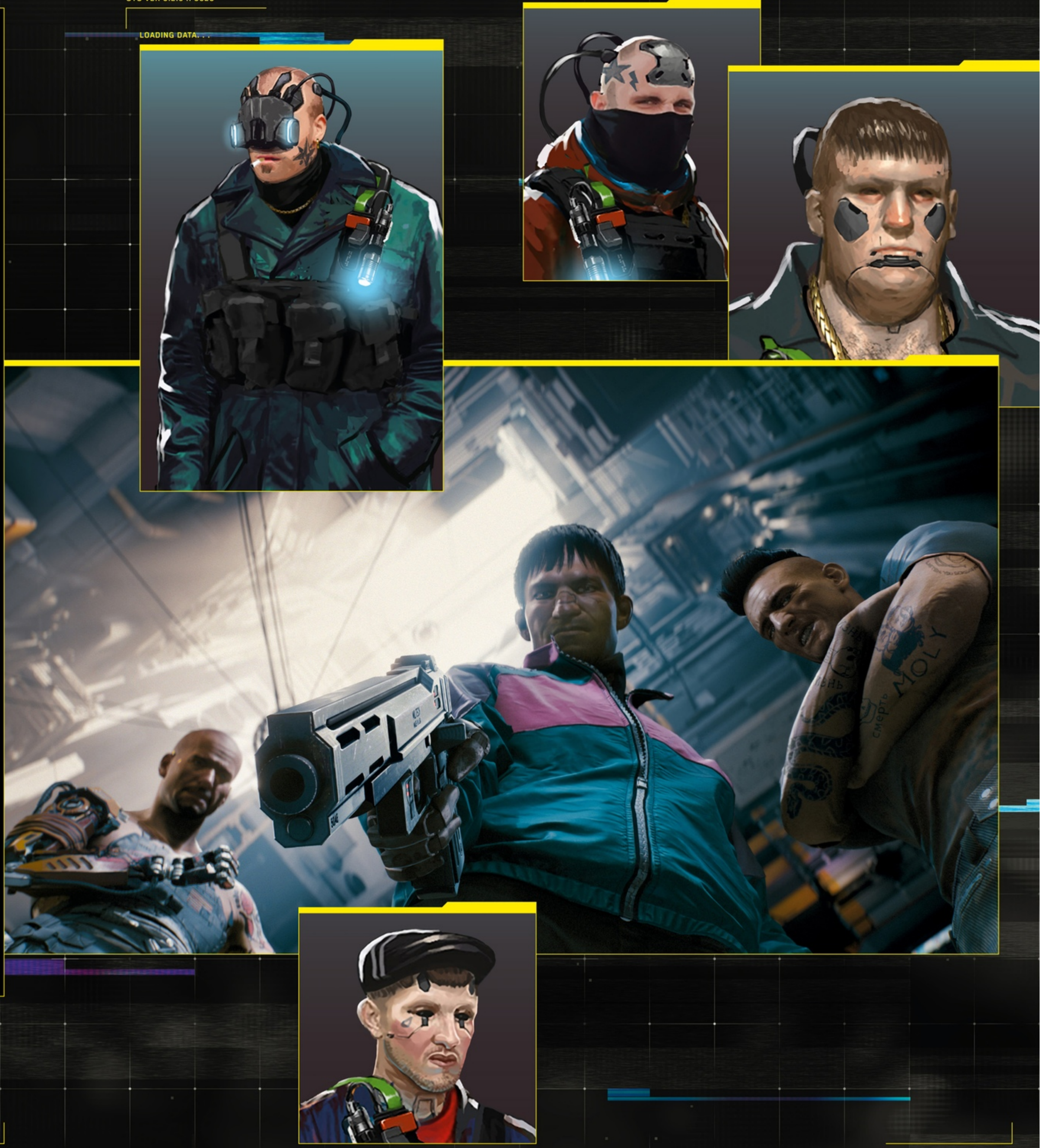
PORT: CONNECTED. . .

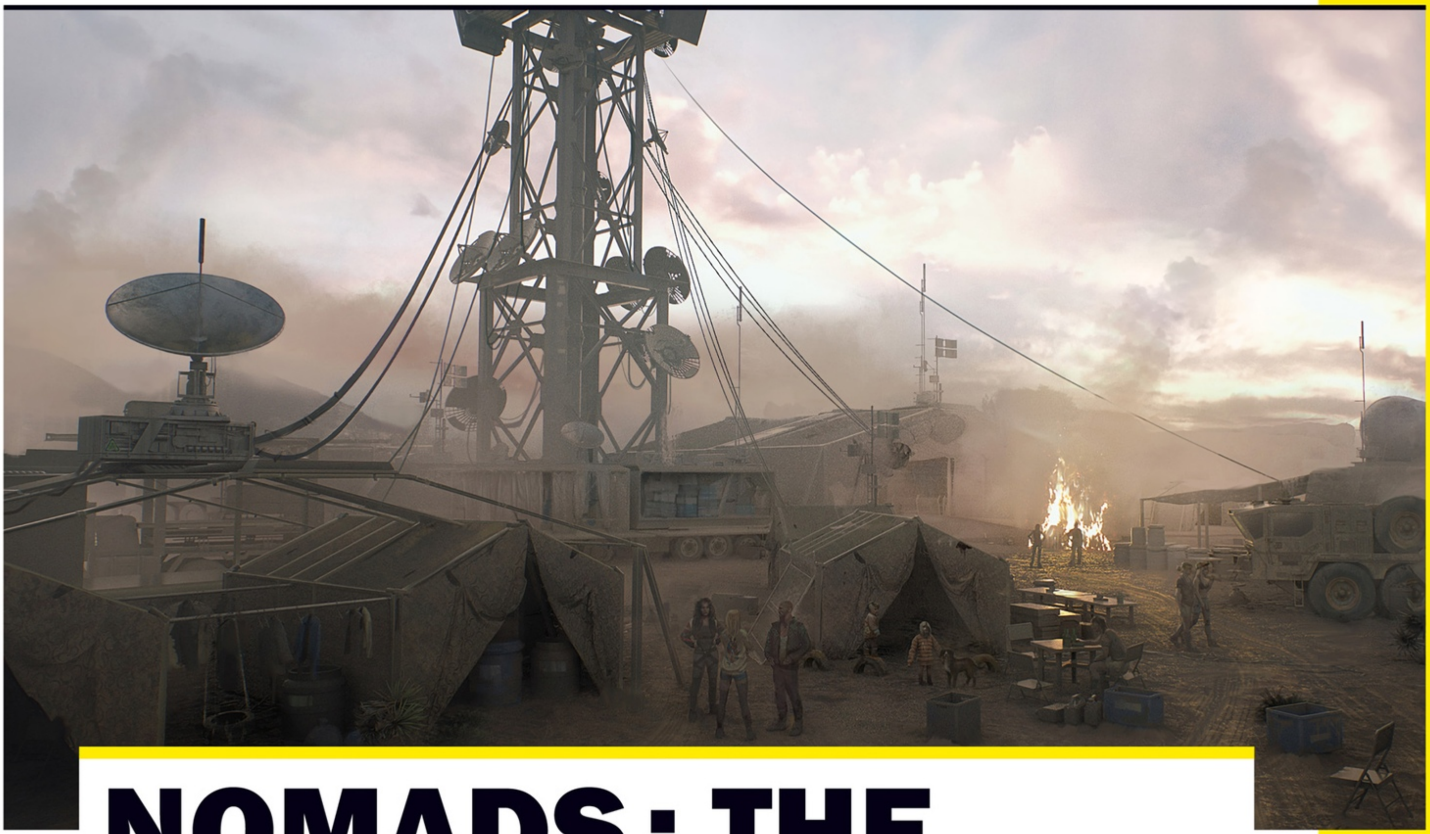

ADD SEGMENTAL ANESTHESIA
BODY SHOP
CLEAN NEEDLES FOR P1 DONORS ONLY
REPLACE WITH C1BB+N-CHIP
C1
3Methoxym + EEG!!
DO NOT FRACTURE THE FRONTAL LOBES
DONT USE KROKODYL
2× CM-52372-2 + 1× Cimbi5
No Krokody!!
KEEP DONORS SE
PRESSURE ALARMS
F-CIRCUITS
CIPROFLOXACINES
ISOPROPYL
GAUZE
GLOVES
HEMATOCRIT TUBES
ICE PACKS
NEEDLES 10, 14, SYRINGES
SCISSORS
TAPES
ZIPTIES
ENDOTRACHEAL TUBES
STYLETS
OCD
GUYS REMEMBER: SPIRADOLINE-X ONLY FOR PIÑATAS
CLASS I
CORE TP3
VERTEBRAL STABIL.+ T-TAPE
For
5 CORTEX

SYS VER 8.2.5 :: 0620

LOADING DATA. . .

PORT: CONNECTED. . .





NOMADS : THE ROVING REFUGEES

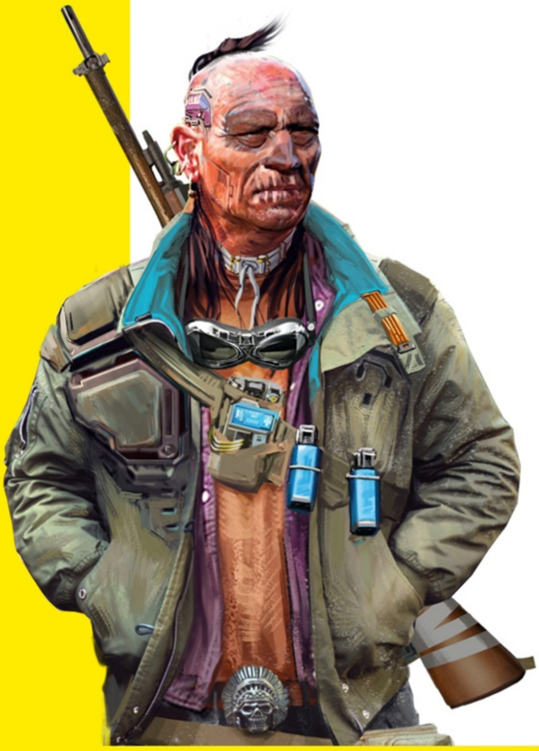
NOMADS EMERGED AS A SEPARATE CASTE OF SOCIETY DURING THE COLLAPSE AT THE END OF THE PREVIOUS CENTURY.

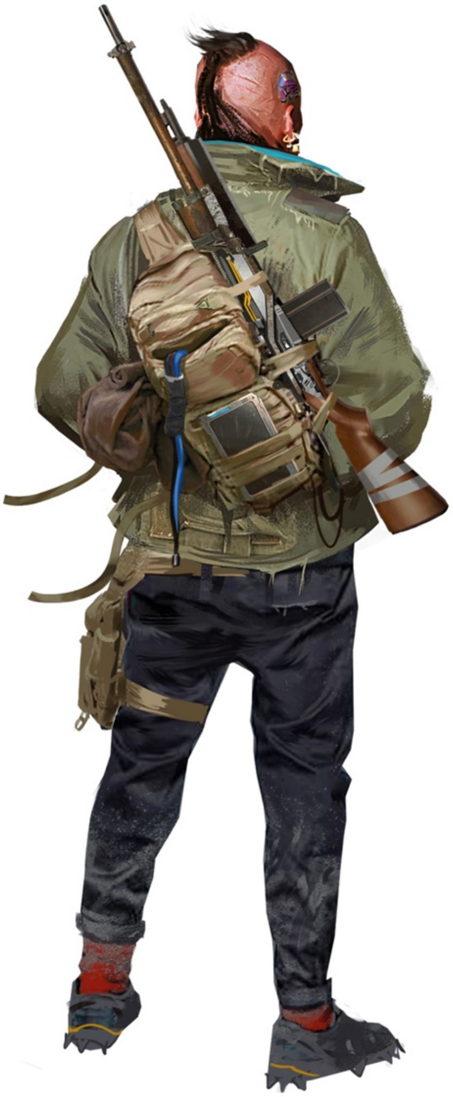
START →

The global crises caused by worldwide financial meltdown had resulted in an enormously high unemployment rate. Hundreds of thousands of people around the globe lost their jobs and homes. Its estimated that in the old, US one quarter of the population become homeless. Waves of riots swept through the country, often brutally pacified by the government and the ascending corporations.

It was then that groups of refugees began to move from one city to another in search of work, safety, and prospects for a better life. Most of them traveled by automobile, often with their entire families and all of their possessions in tow. It was the greatest crisis in modern human history, but the next eighty years of mass migration created a new social group bound by a common history, way of life, and family ties. These people eventually came to be known as Nomads.

Nomads are always on the move, travelling across the country with their cars and families as their predecessors did. Driven by economic concerns, they travel from job to job, settle briefly to do their work, and pack up once they're done. They live in





MOST NOMADS PREFER FASHION THAT PRIORITIZE FUNCTION OVER FORM, AND THEY CARRY BAGS AND SATCHELS SO THAT THEIR ESSENTIAL SUPPLIES ARE ALWAYS WITHIN REACH. MANY ALSO DECORATE THEIR SKIN WITH TRIBAL IDENTIFIERS.

camps that usually consist of multiple vehicles parked around abandoned buildings. During their stay, these building can serve as a meeting place, living quarters, a hospital, a school, or any other facility where shelter might be required.

The Nomads are divided into families, clans, tribes, and nations. Families can be as few as two people to as many as one hundred. A clan is made up of multiple families, and can range from a few hundred to over a thousand members. Tribes are much larger, consisting of several tens of thousands of people. Nations are the largest groups, and numbering in the hundreds of thousands; the biggest Nomad Nation has roughly one million members. These population numbers are somewhat fluid, though the classifications themselves are not interchangeable. While Nomad families, clans, tribes, and nations do have their conflicts and disagreements, those rarely escalate into anything more serious than a superficial feud—and never into all-out battle. Nomad nations have their own territories, and they mind their own

ADVERTISEMENT LINK
SERIAL/ DE3-3DF2-WE2C-11IL /

ALL
FOODS
Got milk.

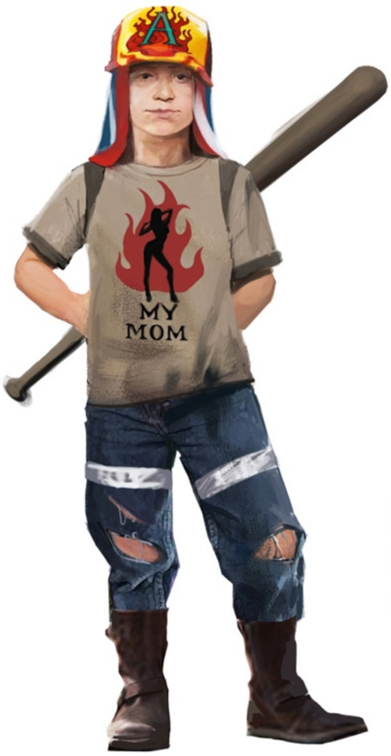
→ NOMAD EDUCATION

For a group of individuals without permanent habitation, Nomads are surprisingly well educated. They don't want their culture to "go feral" as they used to say, so they continue the rural American tradition of homeschooling. Teachers educate adults as well as children, and camps will often feature mobile libraries, netrunning stations, and communication centers to stay in touch with the rest of the world. Some bigger Nomad encampments even have their own mobile cinemas and theaters. Classes primarily consist of practical knowledge like mechanics, farming, or engineering—manual occupations that can help them qualify for better jobs—but some Nomads study classic literature or even philosophy. In many cases, Nomads' spoken language is often more sophisticated and elaborate than that used by denizens of the great cities.

business while maintaining cordial contact and alliances with one another. In this regard Nomads are very different from the gangs in big cities.

Nomads today are divided into Seven Nations and Raffen Shiv. As the name suggests, the Seven Nations are comprised of seven different groups of Nomads, each assembled around a single charismatic and respected leader. Raffen Shiv are outlaws and outcasts from Nomad society. They operate as highway bandits and play by a different set of rules.

Each Nomad plays a unique role within their respective group. There are leaders, drivers, defenders, scavengers, medics, teachers, and workers. Everyone should be useful and contribute to the community in one way or another. Groups will accept a variety of jobs during their travels: they might transport people and goods (both legal and illegal), or seasonally work on farms, or enter into short-term contracts at large construction sites by providing both manpower and equipment. While Nomads with special skills do their part on the job site, the remaining able-bodied Nomads stay at the camp to maintain the vehicles and care for the children and elders. When the job is done, the whole group gathers their things and moves on.



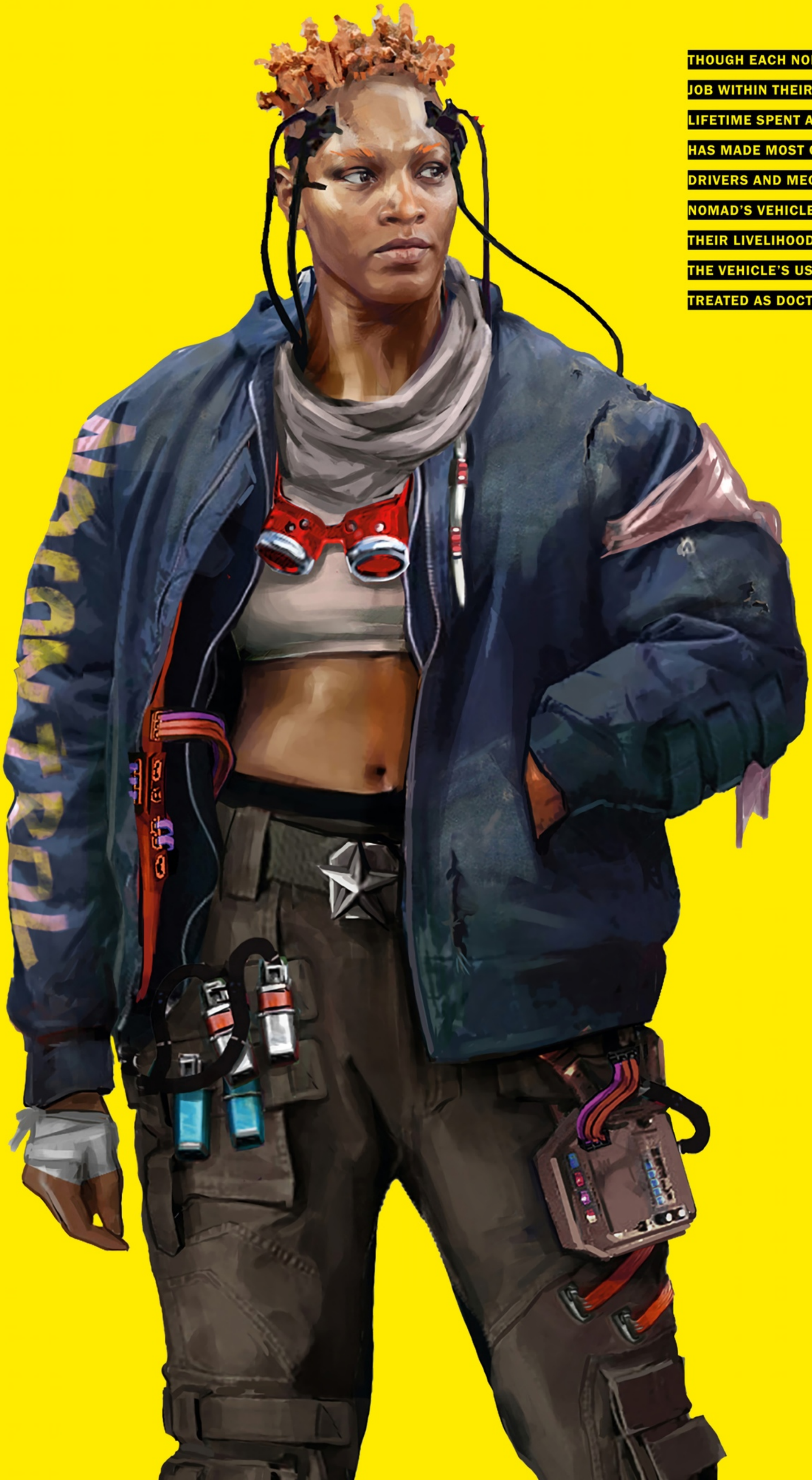
NOMADS ARE EXPECTED TO CONTRIBUTE TO THEIR SOCIETY FROM A VERY EARLY AGE.

Nomads operate on the edge of the law, mostly attempting to avoid direct interaction with local authorities—be they governments, corporations, or independent communities. However they won't hesitate to trade in stolen goods, smuggle fugitives over state borders, or scavenge abandoned towns, military bases, and caravans. Most groups wouldn't have the audacity or desperation to attack corporate or government convoys, but Raffen Shiv are the exception to this rule.

RAFFEN SHIV

Raffen Shiv are bandits, criminals, and outcasts. Exiled from the Nomad nations, they form dangerous gangs that prowl the roads and city outskirts in search of prey. The name "Raffen Shiv" is a combination of several pejorative Nomad expressions. In some nations, an elder will officially sentence an individual as a Raffen Shiv in a ceremony that banishes the condemned from the community forever.

Although numerous, Raffen Shiv do not form a single nation, or even cohesive tribes or clans. They travel without their families, resembling roving gangs, each of them ruthless, destructive, and aggressive. To most city dwellers who don't often encounter Nomads, Raffens are indistinguishable from their former kin. Robberies, convoy ambushes, and raids on small towns and city suburbs performed by various Raffen Shiv gangs are often reported by victims as "Nomad attacks," and are the reason that innocent Nomads are sometimes greeted with a negative response. ⊠

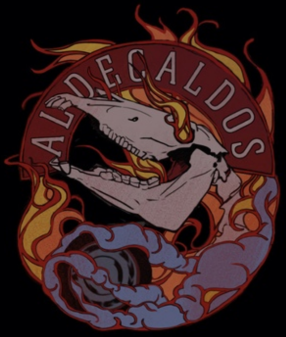


THOUGH EACH NOMAD HAS A SPECIFIC JOB WITHIN THEIR OWN GROUP, A LIFETIME SPENT AROUND AUTOMOBILES HAS MADE MOST OF THEM CAPABLE DRIVERS AND MECHANICS AS WELL. A NOMAD'S VEHICLE IS AT THE CORE OF THEIR LIVELIHOOD, AND KNOWLEDGE OF THE VEHICLE'S USE AND CARE IS TREATED AS DOCTRINE.

WARNING: Incomplete data.

ALDECALDOS

[NOMAD GROUP]: ALDECALDOS (UNKNOWN FAMILY, INSUFFICIENT DATA)
[ESTIMATED SIZE]: 500-600 IN THE NC REGION; TENS OF THOUSANDS IN TOTAL.
[LOCAL PROMINENT MEMBERS]: SAUL, DAKOTA SMITH
[ZONES OF OPERATION]: FREE STATE OF NORTHERN CALIFORNIA, ARIZONA, NEVADA, OREGON, SOUTHERN CALIFORNIA
[FACTION LOCATIONS]: VARIES. CLOSEST TO NC IS LIKELY SOMEWHERE BETWEEN US 101 AND THE FORMER TOWN OF ROCKY RIDGE.
[TAG AND COLORS]:



[THREAT LEVEL]: UNKNOWN (ESTIMATED MEDIUM)
[CYBERWARE]: REFLEX BOOSTERS, HEAVILY MODIFIED CARS AND BIKES

INFO NO.07241654

[FACTION OVERVIEW]:

The Aldecaldos originated in Los Angeles, and are one of the more well-known Nomad groups on the West Coast. They erect temporary camps across the desert, but they never convene as a single group simultaneously. Their caravans operate in the Free States of the West Coast, where they transport passengers and merchandise over state borders in large, well-guarded convoys.

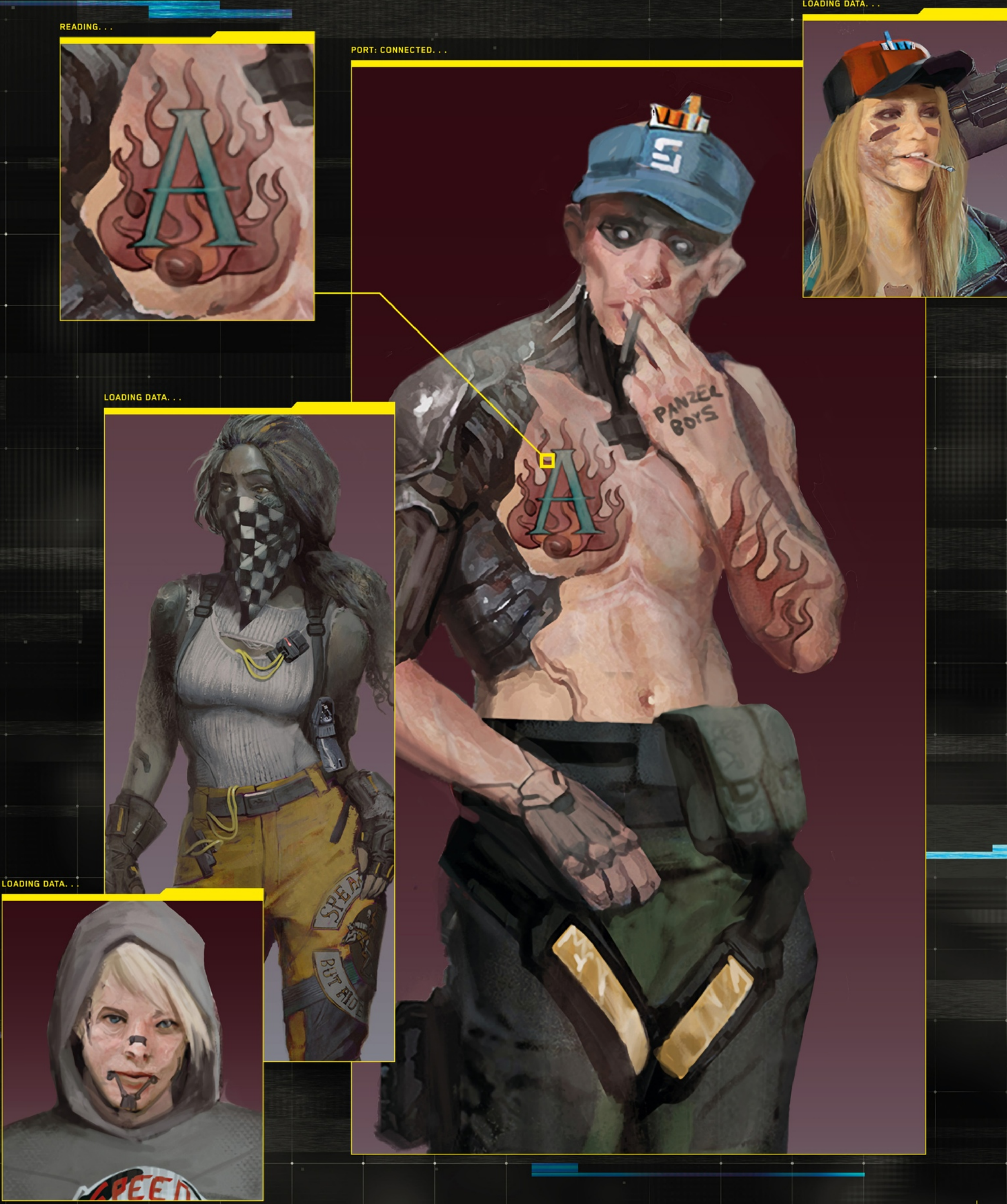
[HISTORY]:

The Aldecaldos faction formed spontaneously in early 2000s Los Angeles around Juan Aldecaldo. Juan was a migrant who made a famous impassioned speech to the media in response to the tragic death of his son, who had recently been killed in a gang shootout. Juan mourned the collapse of the United States, and his message of sorrow and loss touched thousands like him. During the Collapse, he led a large group of exiles from Los Angeles to Mexico City. The Aldecaldos—as they became known—consolidated and aided other Nomad groups in rebuilding Mexico City. After Juan's death, the group returned to California to bury their leader in his hometown, and for the next three generations the Aldecaldos were led by members of the Santiago family.

[SOURCE OF INCOME]:

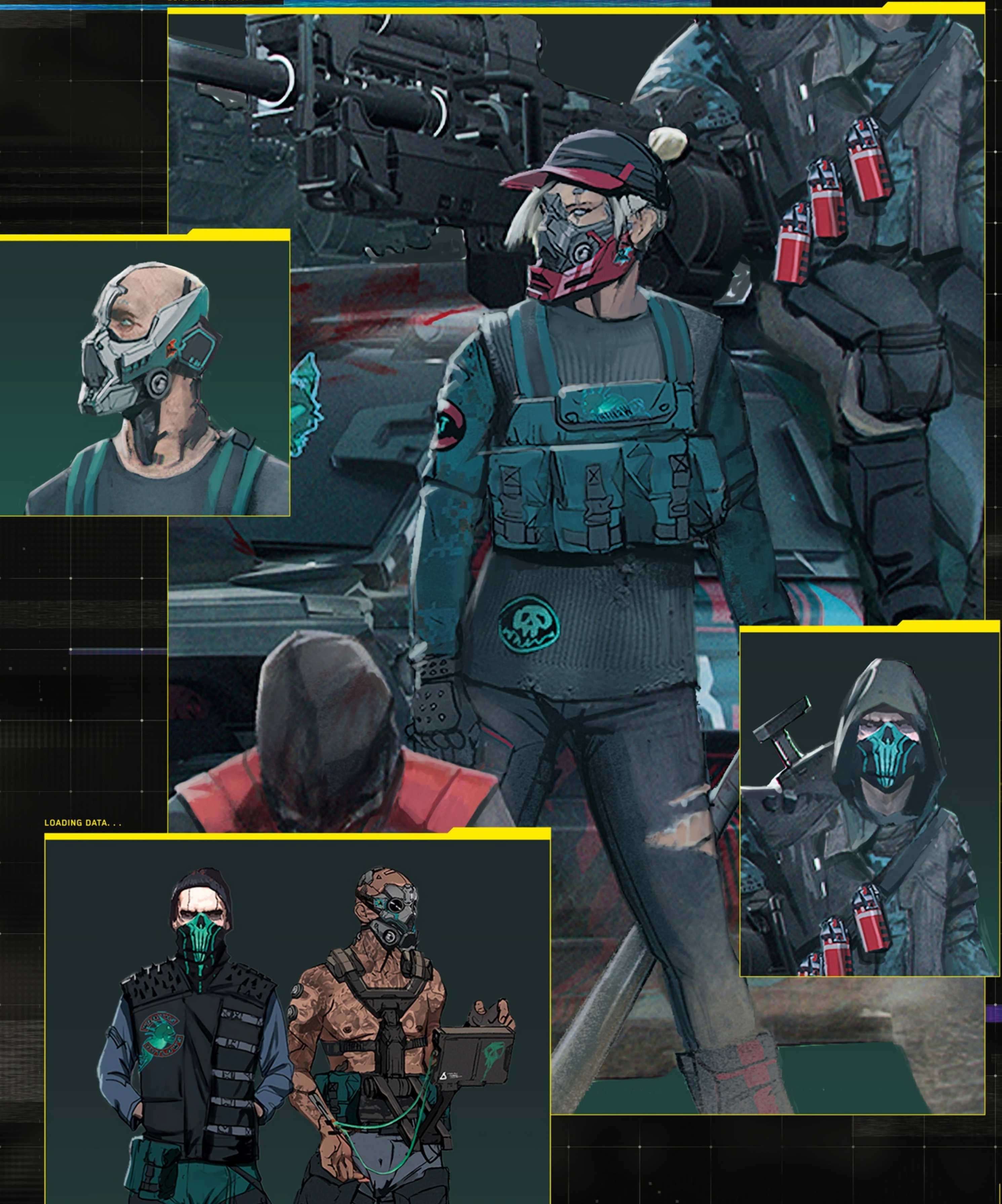
In addition to scavenging and hiring themselves out as manual farm laborers, Aldecaldos also engage in bootlegging, and the transport of stolen goods. Some clans and families focus solely on smuggling, delivering their "packages" all along the Nomad Trail—all the way to the twin Crime Cities.

LOADING DATA. . .


LOADING DATA. . .
READING. . .
PORT: CONNECTED. . .
PANZER BOYS
LOADING DATA. . .
SPEAR
BUT RIDE
LOADING DATA. . .
SPEED

SYS VER 8.2.5 :: 0620

LOADING DATA. . .

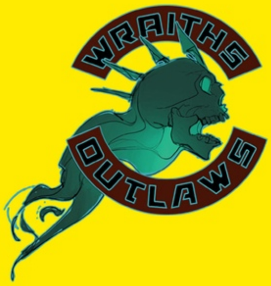


LOADING DATA. . .

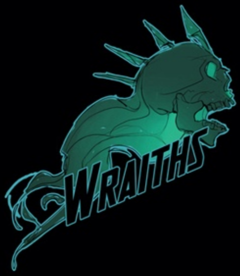
49.270201, -123.135786

SYS VER 8.2.5 :: 0620

WARNING: Incomplete data.



[NOMAD GROUP]:	WRAITHS (ALLEGEDLY A SUBSET OF RAFEN SHIV)
[ESTIMATED SIZE]:	UNKNOWN, LIKELY CLAN-SIZE (300-1,200 MEMBERS)
[LOCAL PROMINENT MEMBERS]:	NASH (NEEDS CONFIRMATION)
[ZONES OF OPERATION]:	OUTSKIRTS OF NIGHT CITY
[FACTION LOCATIONS]:	NO PERMANENT LOCATIONS; LATELY SEEN AROUND ABANDONED CORP-BUD CEMENT FACTORY, ROCKY RIDGE
[TAG AND COLORS]:	



[THREAT LEVEL]:	HIGH
[CYBERWARE]:	REFLEX BOOSTERS, PAIN EDITORS, HEAVILY MODIFIED VEHICLES, POSSIBLY MILITARY-GRADE EQUIPMENT

INFO NO.07241523

[FACTION OVERVIEW]:

While Nomads as a whole usually operate in a judicial gray area, the Wraiths ignore the law completely. Aggressive and vicious, they have dominated the areas surrounding Night City, raiding small villages and attacking small groups of Nomads and weakly guarded corporate transports.

[HISTORY]:

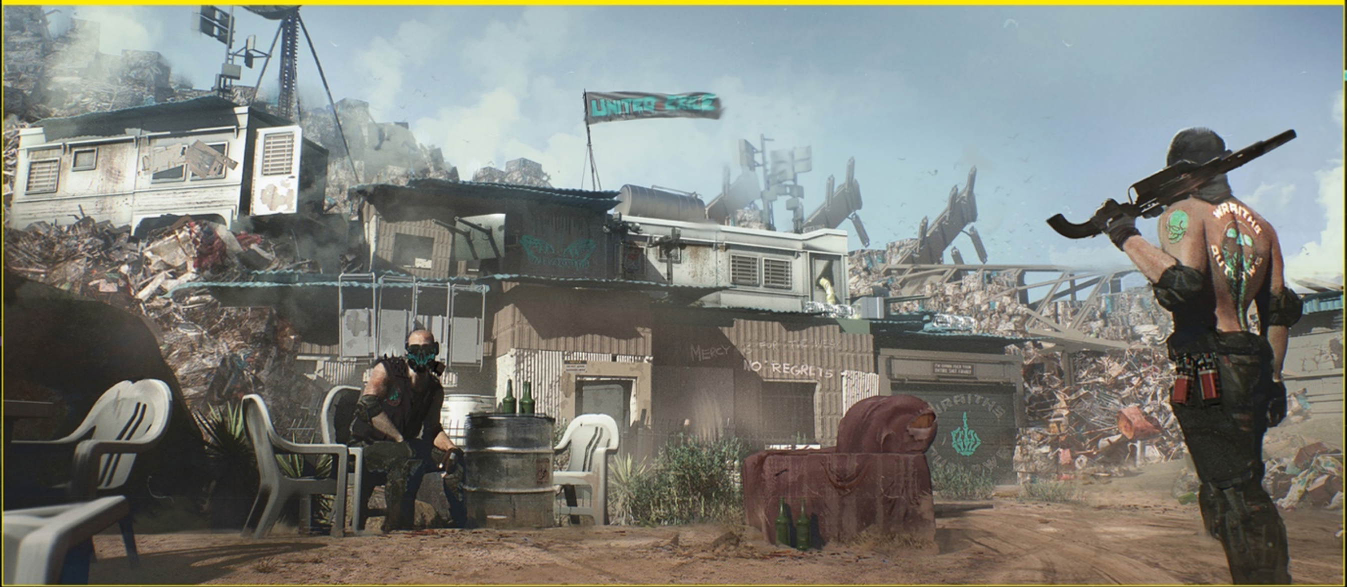
Unknown. The Wraiths are one of the dozen small Nomad-originating gangs on the West Coast, allegedly consisting of exiles and outcasts from various Nomad nations.

[SOURCE OF INCOME]:

Wraiths are highway robbers who live off the spoils from their raids. They will occasionally visit larger cities to take on transportation contracts, but they are notoriously unreliable mercenaries, often breaking their agreements and keeping their consigned loot or passengers either for ransom or for the gang's own enjoyment.

ERROR#02: CORRUPTED FILES_

PORT: CONNECTED. . .



45.423876, -122.794454

CHAPTER 6

C34D-H35L-2LK0-46LK
DIGI CONTENT DL

CYBERPUNKS: EDGERUNNERS AND MERCS

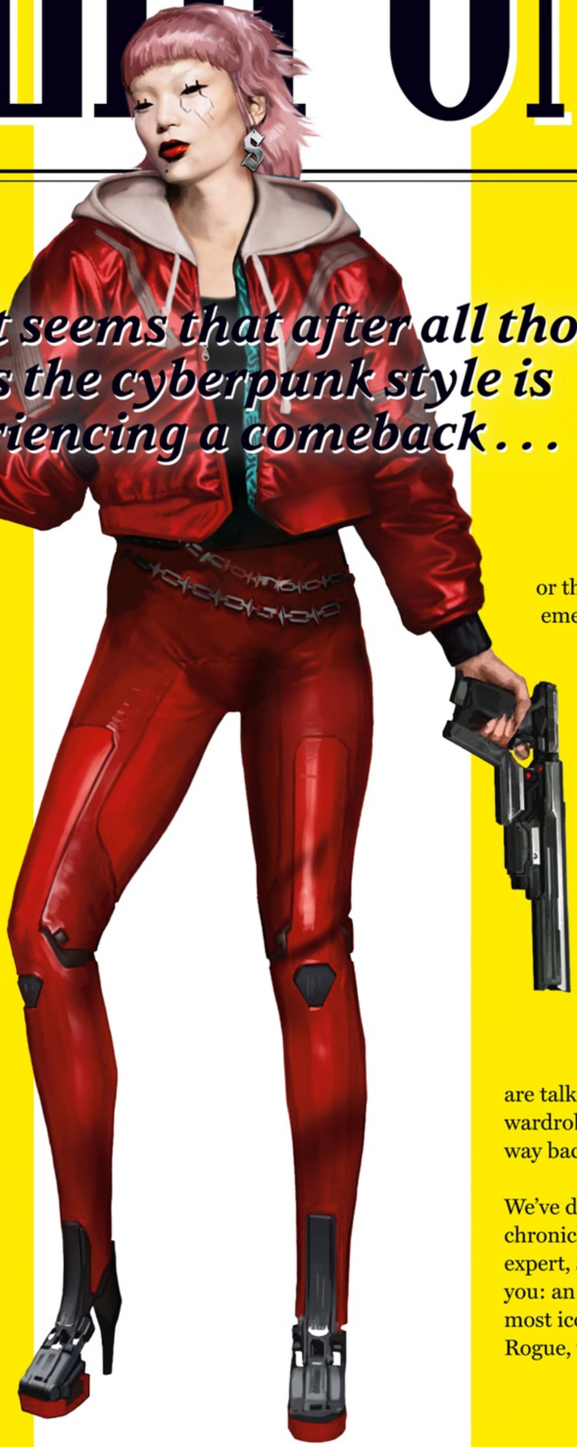
[187] AN INTERVIEW WITH ROGUE

/*4673 535 967 4547*/
AUDIO DATA PORT
GTU 521
DEFENS
REPLA
A
GTU 521

ROGUE Cyberpunk icon, ex-mercenary, and world-class fixer. Rogue has been living the quiet life in the decades since she was a major player in the world of edgerunners, but her influence can still be seen today all across Night City—that is, if you know where to look.

CYBERPUNKS

BY JOSH X



{ . . . but it seems that after all those years the cyberpunk style is experiencing a comeback . . . }

Hello, Night City, and Hail to the Free Net. We have a real blast from the past for you today as we discuss cyberpunks. Does this term ring any bells? It was about fifty years ago—around 2020—when this subculture first hit the streets and sparked a totally new style, philosophy, and rebel movement. It was a true "shock to the system," to quote one of the singers from the dawn of the previous century. The cyberpunk ideology also hit Night City with a huge impact that shattered at least one of its towers into ruins. That's right, I'm talking about the destruction of Arasaka Towers by one of the most notorious cyberpunks of that era, Johnny Silverhand.

But let's get back to the topic. You may not be aware that the term cyberpunk comes from two words. "Cyber" obviously comes from "cybernetic," a fusion of technology and flesh. The '20s were a dawn of the techno age, and cybertechnology was something relatively new, so every name back then had to include "cyber" something to sound that much cooler. The "punk" part is a little bit tricky. It comes from the punk subculture or the punk rock music genre, a style that emerged in the mid-1970s and developed in the 1980s. The punk lifestyle promoted anarchy, independence, rebellion, nonconformity and anticorporatism. Yes, the cyberpunks from 2020 had their roots in the 1970s . . . as if the 2020s weren't already long enough ago!

Being a street rebel, living on the edge, and fighting with megacorporations was the life that many chose or were forced into. Those days are long gone, but it seems that after all those years the cyberpunk style is experiencing a comeback. People are talking about it again, and the distinct wardrobe and hairstyles are making their way back to the street-level mainstream.

We've decided to seize this opportunity to chronicle this trend by chatting with an expert, and today we have a real treat for you: an exclusive interview with one of the most iconic cyberpunks of the 2020s—Rogue, the Queen of the Afterlife.

THE TALK STARTS HERE!

Hi, Rogue. It's a real honor to meet you in person. Twenty-four hours ago I'd never have thought I'd be talking with you in old-school, face-to-face style.
Hi . . . Josh, yes? I have to admit that you showed guts when you asked for that interview. I'm almost impressed, and I'm curious about how it'll come out. To be honest, if not for some . . . decisions I've made recently, I wouldn't have agreed to it. I have little time for journalists in my line of work. I guess it's your lucky day.

Thanks all the more for your time.
Cut to the chase. You mentioned that you want to talk about my cyberpunk past. Why?

We're making material about the comeback of the cyberpunk style, so we thought it would be awesome if we could talk with you about that–how it was fifty years ago, what it was like being a cyberpunk back then, and how it's different from being one now.
You've been using the word "cyberpunk" quite a lot, but you must be aware that almost no one uses that term these days, right? Even back then "merc" or "edgerunner" were more popular terms—but okay, let's talk about "being a cyberpunk." Your move, stringer.

Still, you're one of the icons of the cyberpunk era. That's a fact.
Cyberpunk is a term from a different time. It's an out-of-date description of a street rebel who's fighting with some omnipotent, oppressive system. Even if I'd had such sympathies back then, I have to disappoint you. I'm not a "cyberpunk" anymore, if I ever was one.

But you were a cyberpunk fifty years ago, right? What was it like to be one back then in 2020?
The same as it is to be someone on the street today. It was about your attitude, your personal style, and living your life on the edge.

> ***"[Cyberpunk style] was about standing up against corporate-dictated order, about defying authority and playing it out with style. To live on the edge, with a capital E. You wanted to be where the action was—to be the action."***

You had to be the coolest-looking, most dangerous guy on the street. You had to have the newest, most advanced cyberware and weapons, and you had to always look like you were ready to use them. It may sound like a cliché, but those were the basics of street reputation. Attitude was everything. It still is. If you think like a whiny asshole, you are a whiny asshole. If you think dangerous, you are dangerous. Simple laws of the street.

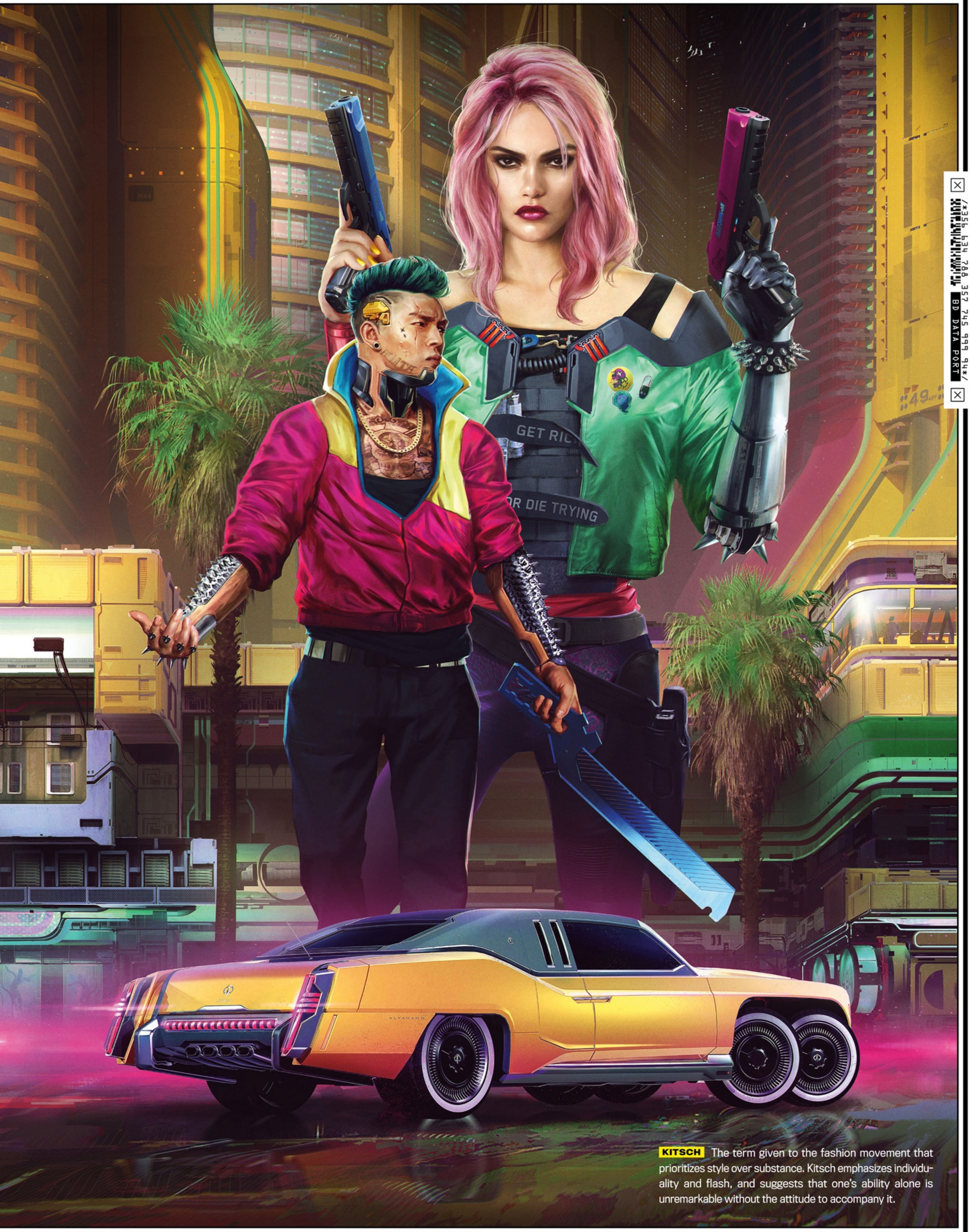
And "style over substance?"
A catch phrase that was pushed a lot around 2020, at the height of new style. It was named "kitsch," and it was quickly adopted by cyberpunks and all other sorts of rebels. It was the street philosophy that your unique look and personal style should be your trademark. To put it simply, it doesn't matter how good you are at doing something as long as you look awesome doing it. It didn't matter if you had a cyberarm covered with expensive RealSkinn. It was your new chrome cyberarm that made you stand out from the crowd. If you can take out an entire Arasaka strike team all by yourself, you're really good—but doing it armed with a custom-made pistol while only wearing a leather armor jacket, acid-washed jeans, and mirror shades? That was something that earned you a reputation.

How do you feel about the return of the cyberpunk style?
Those pink mohawks and synth-leather clothes the kids are wearing nowadays . . . It's mostly just imitation. Sure, back then it was about rebelling, but rebelling with a cause. It was about standing up against corporate-dictated order, about defying authority and playing it out with style. To live on the edge, with a capital E. You wanted to be where the action was—to be the action. To do something big and never play it too safe. Youngsters today lack the vision and guts to do really big things.

Like the attack on the Arasaka Towers in 2023? Is it true that you were part of it?
[*brief pause*] Nice try, kiddo. You're not the first newshound to ask me that question, and you won't be the first to get an answer. [*laughs*]

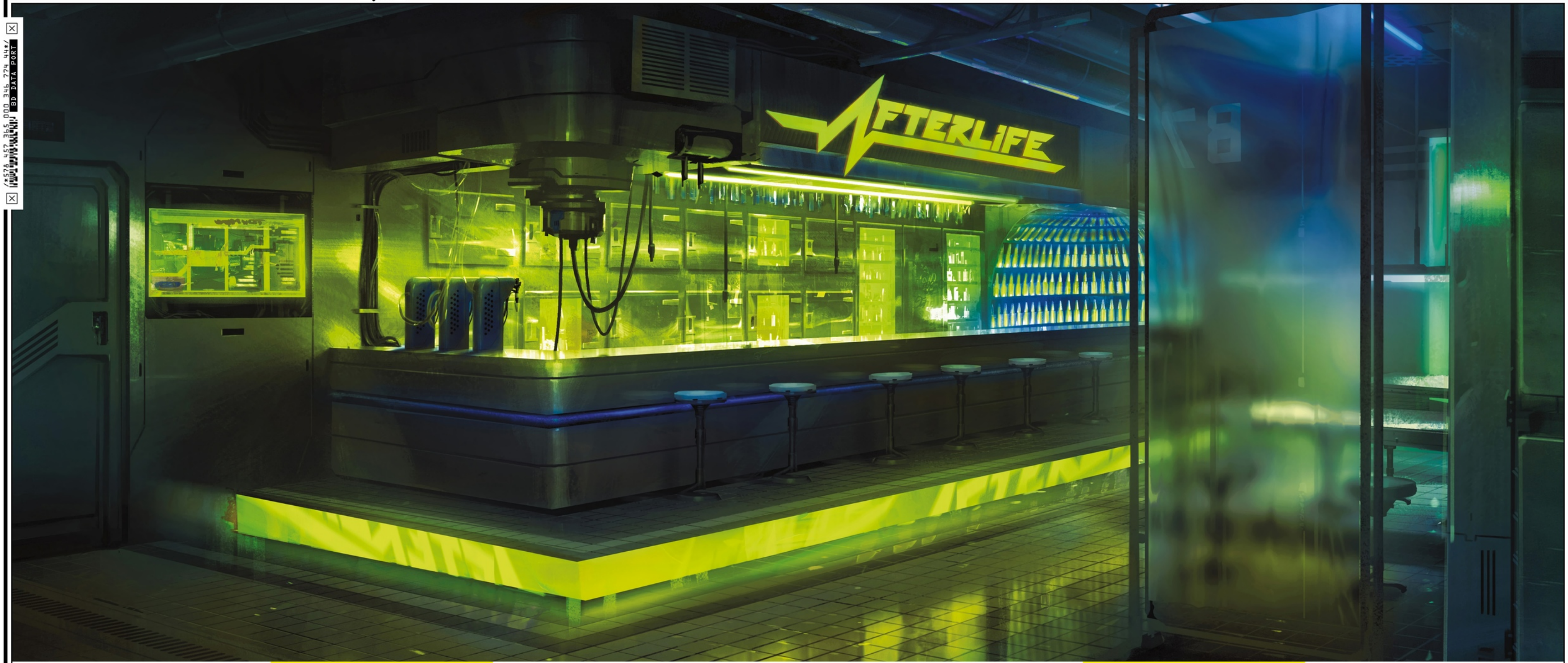
Midnight Lady
accessories
SURPRISE THEM
TEASER

ADVERTISEMENT LINK
SERIAL/ SSS-44FR-2S6F-7KL9 /



KITSCH The term given to the fashion movement that prioritizes style over substance. Kitsch emphasizes individuality and flash, and suggests that one's ability alone is unremarkable without the attitude to accompany it.

/*578 457 365 000 346 774 44*/ BD DATA PORT



Sorry, I had to try. So, to rephrase the old slogan, you think that "real" cyberpunk is dead?
The rebel part of it? I think so, yes. Back then in 2020 it was a global movement aimed against megacorporations, but megacorporations have lost a lot of their power in the past fifty years—except for in the free cities like Night City, of course. On second thought, if cyberpunk has a chance to reconnect to its roots, it would be in a place like Night City. Maybe there's hope for second-wave cyberpunks after all.

So, what would be your advice for all those people aspiring to be a cyberpunk?
Grow a spine; stop waiting for opportunity and go looking for it.

Touché. Speaking of opportunity, I'd like to ask you a few quick questions about your personal experience as a cyberpunk—or edgerunner, if you prefer that term.
We can stay with cyberpunk. It suits you. And I think we have a few minutes left. Hit it.

> *"If cyberpunk has a chance to reconnect to its roots, it would be in a place like Night City. Maybe there's hope for second-wave cyberpunks after all."*

So, a cyberpunk's gun: a trademark or a tool?
It's a matter of personal taste and philosophy. Yes, the weapon can be your trademark. In this business you'll develop personal preferences, so in time you should get the gun that fits you. I have customized pistols myself based on the Tsunami Nue. We went through a lot together.

On the other hand, if you want to be a top-tier merc, you have to be as effective with your favorite toy as you are without it. Again, "style over substance." You look cool when you're wasting some boostergang guys with your custom-made Malorian Arms pistol, but wasting them using any weapon that happens to be around is a style in itself. Nowadays, when everyone relies on their favorite guns, improvisation is a forgotten art.

How much does one need to modify themselves to be in the top tier?
That's something everyone needs to determine for themselves, but for me quality is key. No one will hire you for a serious job if you lack proper modifications, and to be a step ahead you need the best cyberimplants you can get. To be a cyberpunk is to chase all the newest enhancements—be they cyber or bioengineered—to get the edge over your enemies and your peers.

The choice of enhancements is only limited by your contacts on the street and the size of your wallet, but it should fit your personal taste. Juggernaut, ninja, or ghost approach—it doesn't matter, as long as you're efficient with it and get the job done. But if you can't plan, and you can't execute a job properly, no amount of cyberware will help you get to the top tier.

AFTERLIFE CLUB The ever-exclusive Watson district nightclub is a Night City icon. Owned and operated by Rogue, the club is a popular destination for edgerunners at various points in their careers. Whether meeting a contact, dropping a package, or just looking for a good stiff drink, there's something on offer for anyone who's in on the action.

How much does one need to sell out to the corpos to get to the top tier?
[*longer pause*] Dealing with the corporations has always been akin to bargaining with the devil . . . Most cyberpunks and edgerunners won't even be aware that they've taken a job from a fixer who's under corporate contract. Those jobs could be anything at all that the corpos want to avoid a direct connection with—like planting a bug, or stealing some data, or assassinating a seemingly unassuming guy, or organizing a heist on an armed convoy.

If you're good enough, they'll contact you again via fixer to hire you for more lucrative assignments. That's the tricky part. The money is really good and they can grant you access to really top-notch, restricted cyberware, but if you go for it . . . they own you. Moreover, if you learn too many corporate secrets, you're in for life—and that

could be a very short time if someone in the corporation decides their list of freelancers needs to be purged for "security reasons."

The key is to build a reputation of being reliable, and then stay away from jobs that could put a corporate leash on your neck.

Do you need friends in this kind of business?
Sure. It's good to have someone to cover your back during a firefight, but never go on an assignment with someone that you don't trust, unless the stakes are worth it—or you're ready to take them out if you have to. Even if you trust someone, you have to keep in mind that every partnership ends sooner or later, one way or another. They get killed, go cyberpsychotic, or maybe you just go different ways. True camaraderie is a rare thing in this kind of work. Too many strong personalities and divergent goals. Too much rivalry. Friendship . . . has its price. It can mess up your life. It can be a burden. Doing pals favors for old times' sake can lead to messy situations.

Sounds like you know something about it.
You can bet on that.

Do you have someone specific in mind?
No comment.

Why did you become a fixer?
It was kind of a natural transition for me. It's like becoming a coach after ending your career as a ball player. You don't have to compete with younger and more aggressive contenders, and you can still use your expertise and your reputation to make money and stay in touch with the mercenary community.

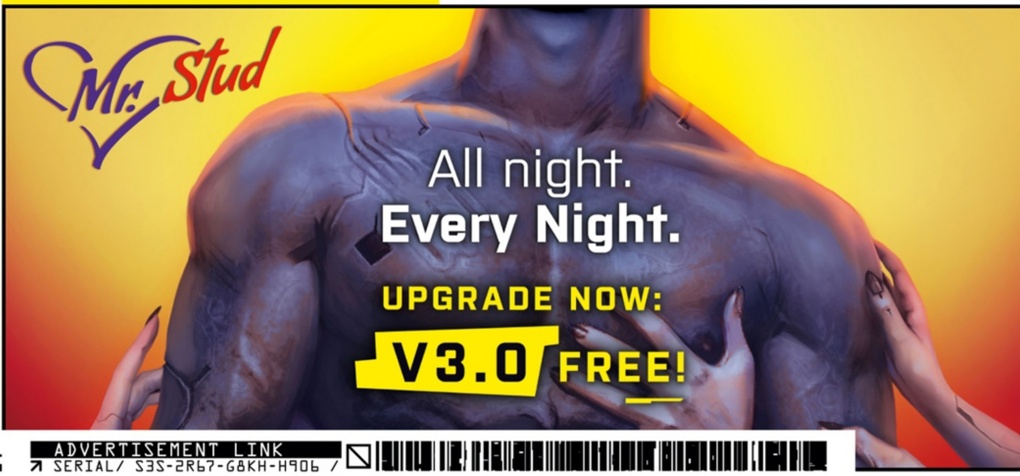
There were some rumors that your shifting sectors had something to do with you disassembling the Atlantis Group. Can you confirm or deny that?
Old story, mostly untrue. It seems to me that some of the guys from Atlantis Bar couldn't bear that times had changed and I had to move on. We all had to. You can't rebel all your life. Yes, I had access to some juicy contracts, and I was willing to share them with some of my friends from the Atlantis Group mercenary branch. Yes, some of us made good money on them, and a few guys decided to retire. If that means I "disassembled" a group of ex-rebels, then I'm guilty as charged.

And finally: do you miss your mercenary days?
Sometimes I miss the action, and the thrill of a good challenge. But I am damn good at what I do now, so I regret nothing.

And that's an excellent wrap-up. Thanks for the interview, Rogue.
Thanks, Josh. Despite my initial doubts, that was quite an . . . interesting conversation. Be sure to publish this as it is. Or I'll find out where you live. [*laughs*]

FIXER Knowledgeable and well-connected intermediaries between clients and edgerunners. In addition to acting as mercenary talent agents, most fixers also serve as fences of stolen goods and brokers of hijacked information.

> ***"Friendship . . . has its price. It can mess up your life. It can be a burden. Doing pals favors for old times' sake can lead to messy situations."***



GAMES / Video & Electronic

Bliss
NC20 CP77

ALWAYS TAKE IT TO THE EDGE. IT'S THE CYBERPUNK WAY.

Step into a dark future where violence, oppression, and cyberware implants aren't just common—they're necessary tools to get ahead. Explore the various districts, gangs, and history of Night City. Learn all there is to know about the technology of tomorrow and research the cybernetics, weapons, and vehicles of *Cyberpunk 2077*.

Dark Horse Books and CD Projekt Red present an extensive examination of the rich lore of *Cyberpunk 2077*. This intricately assembled tome contains everything you need to know about the history, characters, and world of the long-awaited RPG from the creators of *The Witcher* video game series.

DARK HORSE BOOKS
CD PROJEKT RED®